

# AC's GUIDE *To The Commodore* AMIGA®

Spring/Summer '90  
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UPDATED**

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**NOW OVER  
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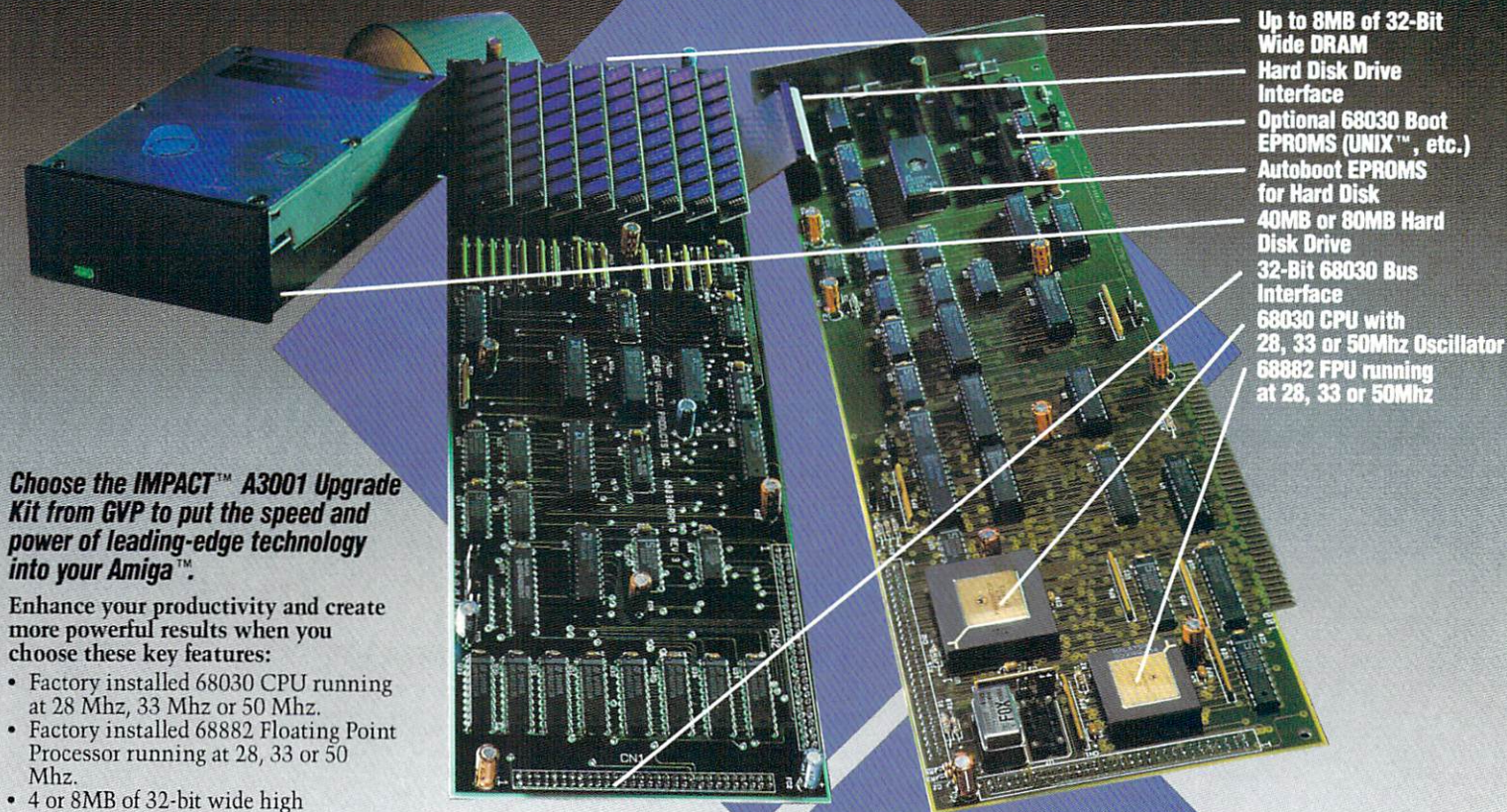
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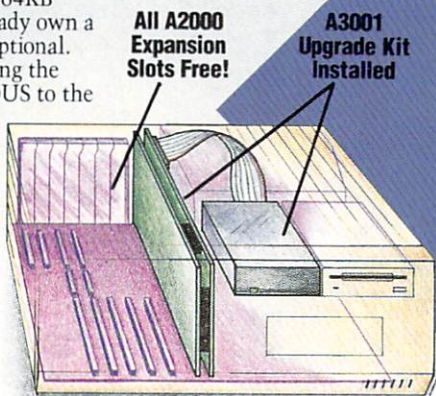


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COMPARE:	A2000 + GVP A3001	CBM A2500/30	CBM A3000™
68030 CPU	Y	Y	Y
Maximum CPU Clock Speed available & shipping <i>Today</i> .	50Mhz	25Mhz	25Mhz
Factory installed 68882 Floating Point Processor Clock Speed.	28-50Mhz	25Mhz	25Mhz
Hard Disk Controller on 68030 Processor Board.	Y	N	Y
Number of <i>Open</i> Amiga expansion slots with hard disk drive and 8MB <i>Fast</i> memory installed.	5	3	4
Allows user to start with low-cost A2000 Amiga system and grow all the way to 50Mhz 68030 performance without sacrificing anything.	Y	N	N
Brand name vendor with solid reputation.	Y	Y	Y
Typical <i>Ray Tracing</i> speed relative to a standard A2000 (28Mhz Impact)	22X	13X	13X
Fully implements 68030 Burst Mode up to 33Mhz.	Y	N	N

**GVP**

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# AC's GUIDE To The Commodore AMIGA

Spring/Summer '90

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## Here's a bright idea!

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# AC's GUIDE TO THE COMMODORE AMIGA

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# The Last Entry: Commodore Interactive Player

Welcome once again to another issue of *AC's Guide To The Commodore Amiga*. As always, we have done our best to keep track of the ever-changing Amiga marketplace. Every entry has been reviewed and categorized to the point where we now have accumulated over 2700 products and services by an astounding 560 vendors. Yet the *Guide* is unfinished.

When compiling the *Guide*, the last thing anyone wants to do is to miss an important entry. But, as invariably happens, we no sooner go to press, then someone creates a final product or service that somehow must be placed in the collection. This issue has been no exception.

For the most part, these final entries can find a place in our extras page, a section set aside for any Amiga product or service that was submitted late. This issue, we have placed this page, along with our List of Advertisers, on page 161. Please take a moment to review the products we have listed there.

However, sometimes there is a last minute product that literally changes the way we look at the Amiga. In this case the product arrived long after the final pages had been set and the issue had gone to press. At the Spring Consumer Electronics Show in Chicago, Commodore International presented an earth-moving experience, CDTV.

## Stop The Presses! Literally!

With the introduction of Commodore International's CDTV (Commodore Dynamic Total Vision) under their new device, the Commodore Interactive Player, Commodore International has not only introduced a new Amiga format machine on the market that will forever change the image of the Amiga, but they have created a device unique to the entire electronics industry that could revolutionize how we all entertain, educate, communicate, and do business.

CDTV is the concept of combining the technologies of the Amiga with the compact disc. Like all marriages, this appears a simple matter on the outside, but it translates into a highly sophisticated arrangement in practice. Yet, just as in a good marriage, the whole is greater than the sum of the two parts. By combining the excessive

storage capabilities and nonvolatile nature of a compact disc with the multitasking and graphic capabilities of the Amiga, CDTV now allows us to create expansive programs that involve mountains of data for use by people who are not comfortable within a conventional computer environment.

From its personal RAM card port which allows the user to store game position information or other data to the infrared interface, Commodore International has created a machine which is extremely easy to use. All input will be made via a remote control device similar in design to the units supplied with millions of televisions and video cassette recorders. The idea is simple: get the maximum amount of power into the hands of the consumer in a completely nonthreatening environment. CDTV succeeds in this goal.

Commodore's announced shipping date of this product is September 1990. While Commodore has not officially announced that this same technology will be available for the large number of Amigas already in use, Commodore officials have stated that a CD reader will be produced to take advantage of the avalanche of software they are expecting for the CDTV.

Why are we listing CDTV here if it will not be available until September? It has always been our policy to list all products that are either available or are scheduled to be available within the time frame of an issue of *AC's Guide*. Since the next *Guide* is not scheduled until Fall '90, we felt it was both appropriate and extremely important to make this information available in this *Guide*.

For more information on CDTV, please see the July issue of *Amazing Computing For The Commodore Amiga*. *Amazing Computing* has always been the best vehicle for keeping our readers, and the Amiga public in general, aware of the newest and best products for the Commodore Amiga.

## A Word Of Thanks

We have received a great deal of praise and appreciation for both *AC's Guide* and *Amazing Computing*. I sincerely thank everyone who has seen a need for our publications and a strength in our productions. However, as always, both publications are in a sense living, growing things

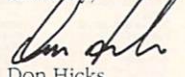
## The Last Entry

### Commodore Interactive Player

Commodore Interactive Player is a consumer model computer CD player with Commodore Dynamic Total Vision (CDTV) capability. Its small black appearance is designed to enhance any home entertainment environment. While it is able to play standard audio compact discs at an 8X oversampling rate, the Interactive Player is also equipped to run Amiga programs from CD's. Each CD has a computer data capacity of 550 Megabytes (or the equivalent of over 700 Amiga floppy disks). Although upgradeable, the interactive player is designed as a tool for information and entertainment, not as a computer. The player is controlled by a specially designed Amiga motherboard with five additional custom chips. It contains 1 meg of RAM, 512K ROM, slots for an optional video card and a DMA card, as well as an external port for RS-232 devices, an external drive, 2 audio ports, MIDI In/Out, stereo headphone jack, and a personal RAM card. An optional keyboard can be used as an IR device or hardwired into the unit. Additional optional peripherals include an external floppy drive, trackball, joystick, MIDI In/Out (through a third party), Genlock, an expansion module, a keyboard IR interface with trackball, a two-player IR interface, modem, and printer. Commodore International has stated that 100 titles will be available for this device by September 1990, with 200 titles to be available by the holiday season. Available September 1990. \$899.00 *Commodore Business Machines*

that require your feedback to make them better. If you find an error in a product listing, a company mention, etc., please contact us by mail. The *Guide* is a resource for the Amiga and we are continually working to make it better.

Sincerely,



Don Hicks  
Managing Editor



# WORD PROCESSING



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## ◆ GENERAL ◆

### BeckerText

BeckerText Amiga is more than just a word processor, as it gives you all of the easy-to-use features found in TextPro Amiga, plus added features. You can merge sophisticated IFF-graphics anywhere in your document. You can hyphenate, create indexes and generate a table of contents for your documents, automatically. Real WYSIWYG formatting on your Amiga. ISBN-1-55755-029-8 \$150.00 *Abacus Software*

### Dynamic Word

Word processor. Speller, thesaurus, macros, on-line help. Multi-tasking and windowing supports multiple fonts, screen editing, table of contents, index generation, and more. Custom printer drivers and PostScript Laser printer support. \$199.95 *Microillusions*

### excellence!

On-line spell checker, grammar checker, hyphenation, thesaurus, table of contents generator, index generator, math columns, graphics mixed with text, multiple sized fonts, colors, PostScript laser support, and more. Runs on 512K RAM, but 1 MB recommended. \$299.95 *Micro-Systems Software*

### HomeWord Plus

HomeWord Plus is a word processor that expands as your needs expand. HomeWord Plus is flexible enough so that you can be up and running it within minutes. Beginners will enjoy the introductory tutorial that covers all the basics. Helpful on-screen menus alleviate the need to memorize commands. 80-column and 24-line screen display options. An integrated spelling checker that you can customize. Line spacing, margins, justification, and tab settings adjustable anywhere within the document. Automatic outlining using decimals, numbers (Arabic and Roman), letters and bullets. Underline and

boldface type styles. Global search and replace. File linking and file merging. Installable on hard disk. Non-copy-protected, to allow convenient back-up of the program disks. And much more! \$69.95 *Sierra On-Line*

### KindWords

Word processor featuring 90,000 word spell check, color graphics environment, superfonds for high resolution printing. \$99.95 *The Disk Company*

### KindWords™ 2.0

Multi-featured word processor with fully integrated graphics environment to enable users to crop and manipulate image size in 16 colors within the word processing application. Offers the acclaimed Proximity/Merriam Webster Dictionary featuring a 100,000 word spelling corrector, and the Proximity/Webster Electronic Thesaurus that accepts over 40,000 words and offers 470,000 synonyms. The Thesaurus helps users find the right word by presenting a list of meanings for each query, along with synonyms, antonyms, related words and contrasted words. \$99.95 *The Disk Company*

### LPD Writer

Work on several projects at once with multiple windows. WYSIWYG display, zoom feature, suspend, multiple file editing, short cut commands, on-line help, footers, formatting, and text enhancements. \$59.95 *Digital Solutions, Inc.*

### Micro Text

Easy to use word processor with large choice of editing facilities. \$24.95 *Anco Software USA, Inc.*

### Protext

Protext is a fully integrated word processing package, which combines the features of a word processor, text editor, and a command line interpreter all in one easy to use package. \$199.95 *MichTron/Microdeal*

### ProWrite 3.0

Word processor puts graphics in your documents with multiple fonts, styles, and colors. Can use IFF graphics. Use all the Amiga's capabilities and WYSIWYG display. Print pictures and NLQ text with one pass through the printer. Adjustable page size and print merge are great for making mailing labels. Fast text entry will always keep up with typing speed. Spelling checker with 100,000 words allows both batch spelling checks and checking as you type. Enhanced intuitive interface. \$175.00 *New Horizons Software, Inc.*

### Scribble! Platinum Edition

Incorporates all the features of The Works! word processing module. Includes 104,000 word spell checker with Scientific and Technical supplements, a 470,000 word thesaurus. Also prints IFF graphics. \$149.95 *Micro-Systems Software*

### Textcraft Plus

Versatile word processing program features pull-down menus with full editing capabilities: choice of font style, formatting controls, automatic headers, footers, print merge, and on-line help. Includes nine ready-made forms for writing business letters, menus, resumes, reports, etc. Ideal multitasking program for any area of business. \$99.95 *Commodore Business Machines*

### TextPro Amiga

TextPro Amiga is a full-function word processing package that shares the true spirit of the Amiga: easy to use, fast and powerful - with a surprising number of extra features. You can write your first TextPro documents without even reading the manual. Select options from the dropdown menus with your mouse, or use the time-saving shortcut keys to edit, format and print your documents. ISBN 1-55755-027-1 \$79.95 *Abacus Software*

### Thinker 2.0

Thinker is a sophisticated Hypertext system that combines word processing and outline processing with Hypertext. Its editing, outline, and database capabilities make it an excellent tool for creative writing, online documentation, planning and design, small business databases, and computer aided education. Text documents link to text, pictures, and applications. Click on a word or phrase and check a reference, view a picture, or launch an application and control it with ARExx. Thinker supports multitasking, will display pictures in all screen modes including HAM and overscan, will act as a text-based Workbench for a mix of applications, and has both ARExx server and client facilities. \$80.00 *Poor Person Software*

### Transcript

Incredibly fast writing/editing tool. The Transcript package consists of a concise main program and an even smaller version called TransSpell, a 90,000-word spelling checker that can work alongside Transcript or stand alone. Ten different ways to move the cursor provides easy access to text operations. Use the cursor





# WORD PROCESSING

keys alone or with SHIFT or ALT. All keyboard shortcuts are listed in the pull down menus. Automatically generates indexes and mail merging. \$69.95 *Gold Disk, Inc.*  
*please see display ad page 17*

## VizaWrite Desktop

WYSIWYG word processing features fast mail-merge, headers and footers, graphics, proportional fonts and some Desktop publishing features. \$59.95  
*Progressive Peripherals & Software*

## WordPerfect 4.1

Word processor featuring 115,000 word spell checker, thesaurus, macros, math, multiple windows, multitasking, more. \$250.00  
*WordPerfect Corporation*

## ◆ FONTS ◆

### Euro Fonts Scandia

Danish/Swedish/ Norwegian character sets which conform to Amiga European keymaps. Three full diskettes of high quality monochrome bitmap fonts, 7 to 50 lines high. Over type-faces especially designed for WYSIWYG word processing and paint applications. Includes utilities and comprehensive 100+ page manual in English and Danish. \$79.95  
*CLASSIC CONCEPTS Futureware*

### Euro Fonts Spanish/French

Spanish and French character sets which conform to Amiga keyboard keymaps. Artist-designed monochrome bitmap fonts, 7 to 50 lines high. 3 full diskettes. More than 40 type-faces, over 80 individual sizes/styles for WYSIWYG

## SPELLS-IT-RIGHT

**\$19.95**

### The low-cost Amiga Spelling Checker

- Use from Workbench or command shell
- Over 50,000 word Main Dictionary
- User dictionaries for jargon and acronyms
- Guessing for misspelled words
- Extremely easy to use

Advanced Software Engineering is committed to providing low-cost, high quality, software to the Amiga community.

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No Credit  
Cards or  
C.O.D.

Circle 105 on Reader Service card.

word processing, language studies and paint applications. Includes utilities and comprehensive 80-page manual in English.

\$74.95 *CLASSIC CONCEPTS Futureware*

## ◆ FOR THE BLIND OR VISUALLY IMPAIRED ◆

### QUICK-ART™ Borders & Vignettes 2.1

A newly upgraded two-disk set designed especially for black and white desktop publishing with WYSIWYG word processors. The QUICK-ART™ collection includes over 60 decorative black and white 'brush-format' illustrations for announcements, invitations, memos, newsletters cards, or menus. There are also 100 borders tops and bottoms, 30 side borders, and a 30-page manual and reference guide. Require 512K RAM. \$39.95  
*CLASSIC CONCEPTS Futureware*

### WE Editor

An editor designed for use by the visually impaired. Supports printing using the PROFF formatting utility, or directly to the printer. WE has a line-oriented user interface that can easily be used by the blind. Spelling checker function included. \$49.95 *Prairie Dock Software*

### Pen Pal by Softwood Company

Color WYSIWYG word processor, built-in database, form generator, with great user interface. Multiple fonts. Line/box/border drawing. Imports, resizes, crops any IFF or HAM pictures. Spelling checker with 100,000 word dictionary complement any powerful WP features. The built-in database can be used for customer lists, student files, accounting, and more. Also sorts, selects and merges with your documents. Requires 1 MB RAM, 2 disk drives or hard disk, Preferences supported printer.

\$149.95 *Brown-Wagh Publishing, Inc.*

## ◆ INTERGRATED SYSTEMS ◆

### SuperFont Sampler 2.1

A two-disk set including a 35-page manual, more utilities and 60 font styles from 7 to 34 lines high. Great starter package with no compromise in quality for the budget-minded who need a variety of small-to-medium bitmap fonts for newsletters, word-processing, and educational applications. Requires 512K RAM

\$34.95 *CLASSIC CONCEPTS Futureware*

### The Works! Platinum Edition

The Works! plus two. Upgraded version includes word processing module, telecommunications module, database module, spreadsheet module, sideways printing utility. Programs use common interface, 1 box, easy-to-use manual, and 3 non-copy-protected disks. One user-friendly manual,

free technical support for registered users. Cut, copy, and paste between all modules. Comes on 3 non-copy-protected disks. Requires 512K.

\$299.95 *Micro-Systems Software*

## ◆ SPELL CHECKERS ◆

### Gold Spell 2.0

90,000 word dictionary, compatible with most word processors. Automatic guess, dictionary scan. Allows use of private dictionaries.

\$44.95 *Gold Disk, Inc.*

*please see display ad page 17*

### Nancy-A

Spelling Checker and Corrector Largest computer dictionary available. Over 200,000 words. Learns your mistakes and corrects them automatically. Remembers corrections and typos between executions. Works with all text editors, Word processors, database and spreadsheets producing ASCII files. Skips and remembers intentionally misspelled words. Suggests and corrects spellings. Supports Amiga speech, if so desired. Works interactively or unattended. Automatically backs up original files. Dictionary may be enhanced by user. \$16.96  
*The Computer Club Co.*

### Promise

95,000 multitasking word spell checker with spell help, punctuation. \$49.99 *The Other Guys*

## ◆ TEXT EDITORS ◆

### Credit Text Scroller

Using a simple point-and-click interface, the user can select fonts, font sizes, and scroll rates. Creation of a credit screen of information display now simply involves using your favorite text editor word processor to generate the information to be displayed, then using Credit Text Scroller, which will automatically create the desired display. The final result is in the common ANIM format, for easy interchange with programs such as DPaint which support this format. The smooth scrolling result can be genlocked over a video source, or overlaid on another ANIM. The program allows text adjustment within a line. Features include: automatic shadows, colors, a subtitle option, and ANIMs limited only by hard drive capacity.

\$39.95 *Mindware International*

### TextEd

Easy-to-use, fast text editor. \$39.95  
*Microsmiths, Inc.*

### TextEd Plus

Text editor plus FastFonts, FunKeys, ARP, ARexx, and BlitzDisk. \$79.95 *Microsmiths, Inc.*





## ♦ UTILITIES ♦

### Cyrillic Alphabets 2.0

Russian, Macedonian, Ukrainian, Serbian & Bulgarian character sets suitable for students, professors, government workers or anyone who needs small to medium-size attractively modelled bitmap fonts for letters, assignments, or as a learning tool. Includes utilities and three keyboard configurations for each language (15 in all). Switch easily between AATSEEL, QWERTY-phonetic & Soviet typewriter keymaps. Full Latin set included in each. Latin & Cyrillic can be combined in one document. Twelve typefaces, about 36 styles, 8 to 42 lines high. Comprehensive 80-page manual, keyboard charts & samples. \$44.95

CLASSIC CONCEPTS Futureware

### Flow 2.0

Idea processor helps you organize your thoughts. Built-in outliner gives you major heading with multiple layers of sub-heads and sub-text paragraphs available. Lets you jot down an outline, rearrange or reprioritize by dragging

the highlighted heading to where you want it to go. \$99.95 New Horizons Software, Inc.

### PixelScript V1.1

PixelScript uses the power of the Amiga to turn any printer into a PostScript printer. Use PixelScript to learn the PostScript language the state-of-the-art for desktop publishing. \$149.00 Pixelations, Inc.

### ProScript

Translates files created with ProWrite into PostScript. Files can be printed on a PostScript-compatible printer or saved as a file to be printed later. Other features allow the user to reduce or enlarge the printout, choose the paper size, mailmerge documents, and control the number of gray shades used for graphics. \$49.95 New Horizons Software, Inc.

### Reason

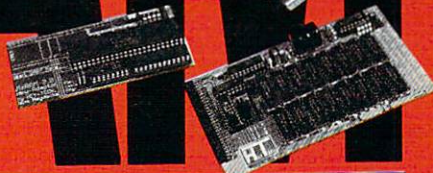
Analyzes writing style and readability, proofreads spelling, diction, and punctuation, then suggests improvements. \$395.00 The Other Guys

### WordPerfect 4.1 Maintenance Update

This update allows WordPerfect users to access files through a standard Amiga file requester system. This new file requester system provides powerful file management capabilities each time a file is saved or retrieved. WordPerfect users familiar with the program's original file requester can still access files by typing the path and name of the file. The update also allows WordPerfect users to import WordPerfect 4.2 PC files directly into WordPerfect for the Amiga, making it easier to transfer WordPerfect files between the Amiga and other hardware platforms. Improvements have been made to the List Files and Timed Back-Up features in WordPerfect as well as to the Spell Checker. The update also supports automatic edit buffer sizing. The WordPerfect Maintenance Update comes on three disks, and those users with problems in an earlier version who reported it to WPCorp's Amiga Customer Support Department are entitled to receive this update at no charge. \$12.50 WordPerfect Corporation

# WIZRAM

Enclosed in a Metal shield case! FCC approved



## MEMORY EXPANSION FOR AMIGA 500

### WIZRAM 2.0

is a new memory expansion for the Amiga 500, which plugs in the A 501 Amiga slot. The WIZRAM 2.0 will support up to 2.75 megs on the new Amiga 500 with 1 meg of memory on the mother board. With the older A500 it will support 2.3 megs. The WIZRAM 2.0 is compatible with the new FatterAgnus chip and will provide

1 meg of chip memory. The memory expansion has a built-in real time clock and can be used as a 512 KB expansion without opening the Amiga 500. The memory is autoconfig and can be turned off with a hardware switch. You can populate the WIZRAM 2.0 in steps of 512 KB to maximum 2.0 MB. The WIZRAM 2.0 is enclosed in a metal shield case and has the FCC approval. Most of all there is no soldering required and it fits in the

exact same place as the A501 expansion. ● Compatible with new FatterAgnus

- Fully A501 compatible
- Enclosed in a metal shield case
- FCC approved
- Includes battery backed clock
- User upgradable up to 2.0 MB
- External on/off switch
- Memory is autoconfig

## IMTRONICS INC.

12301 South West 132 Court Phone: (305) 255 9302  
Miami, Florida 33186 Fax: (305) 255 69 03





# BUSINESS & HOME PRODUCTIVITY

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## ◆ GENERAL ◆

### FLO, Floor Plan Construction Set

An aide to floor plan design. Industrial standard libraries of home and office furnishings. Create and arrange rooms and areas, and print in several scales. \$49.95 *Gramma Software*

### Fred, Speed Dialer

Speed data telephone book that stores data in three fields, 286 characters each. Works with or without modem. Pal compatible. Point & Search capabilities and has call log, and will attach notes to names or numbers. AREXX port. \$49.95 *Gramma Software*

### General Inventory System

Keeps track of inventory levels and reorder list. Identify fast and slow movers, seasonal trends. Four cost levels, automatic sale flags, and multiple vendors. \$99.00 *Computerware*

### Home Inventory Manager

Keeps track of your insurance and personal possessions. \$29.95 *Sunsmile Software*

### Math-Amation

Colorful, multi-module mathematics tool kit. Solve polynomial, function plots, algebra, geometry and statistics. Includes scientific and matrix calculator. Also features business presentation graphics. \$79.95 *Progressive Peripherals & Software*

### MicroLawyer

Over 100 legal form templates for corporate, personal and business use. Can save you time and money on legal fees. \$59.95 *Progressive Peripherals & Software*

### Momentum Mail

A ready-to-use mailing list manager. Can search by any criteria using powerful pattern matching. User definable label setup. Supports multiple mailing lists. Why fumble through hundred-page manuals and spend several hundred dollars, ready for your mailing lists. \$29.95 *Micro Momentum, Inc.*

### The Computer Black Book

For home or office. Stores names, addresses, and telephone numbers. Will speak, dial, print, and sort. \$35.95 *Meggido Enterprises*

## Video Cataloger

Keeps track of your video collection. \$29.95 *Sunsmile Software*

## Zelda-A Print/Merge Report Generator

Merges up to five data files at one time. Sends output to devices or files. Powerful commands provide complete control of output. Conditional text inclusion. User-defined defaults for data file values. User-defined string variables. User-defined numeric variables. Six powerful math functions. Works with all text editors, word processors, database and spreadsheets producing ASCII files. Over thirty output control variables, including bold, underline and italic. \$16.95 *The Computer Club Co.*

## ◆ ACCOUNTING ◆

### Accounts Payable

Helps manage and track cash liabilities. Posts payments to general ledger or check ledger. \$99.00 *Computerware*

### Accounts Receivable

Indicates overdue accounts, records key customer information, tracks invoices, and prints statements automatically. \$99.00 *Computerware*

### B.E.S.T. Business Budgeting

This program is designed to be used in conjunction with the B.E.S.T. Business Management General Ledger or the stand-alone B.E.S.T. General Ledger. The budget system automatically creates budget G/L files from existing General Ledger account files for planning future income and expense activity, by General Ledger account. Pro-forms (anticipated) Income Statements, Balance Sheets, sales reports, expense reports, etc. can be printed and or compared with current General Ledger activity for plan vs. actual performance reporting. \$79.95 *B.E.S.T., Inc.*

### B.E.S.T. Business Management

An easy-to-use, fully integrated business management and accounting system. Contains general ledger, accounts payable, inventory management and services management. All purchasing, receiving, order processing, invoicing and payment entry is provided through an easy-to-use Business Function process. Many standard reports are included in inventory management, services management, accounts receivable and accounts payable. Custom reporting is available in the general ledger, inventory management and accounts payable. Customer statements, purchase orders, invoices and checks are prepared quickly and easily on professional-quality business forms. \$295.00 *B.E.S.T., Inc.*

## B.E.S.T. General Ledger

This stand-alone general ledger contains all the features of the integrated B.E.S.T. Business Management General Ledger including a three-year history, transaction entry and editing, audit trail reports, journal listings, custom financial reporting and easy end-of-month closing. Completely compatible with the fully-integrated B.E.S.T. Business Management for future upgrade purposes. \$79.95 *B.E.S.T., Inc.*

## Bottom Liner

Accounting program for home and small businesses. Check writing, spreadsheets, 700 user-defined accounts in budget, income, expenses, assets, liability, and equity. \$269.00 *Clockwork Computers*

## Budgeteer

A practical, low-cost budget preparation designed for home and business use. Features an easy-to-learn interface that uses the Amiga mouse, menu and windowing environment to record actual and budgeted monthly expenses and credits. Data can be presented in tables, pie charts, or one of 36 bar charts, all of which can be output to any of the printers supported in Preferences. Requires 512K RAM. Not copy-protected. \$39.95 *Prakticon, Inc.*

## Check Ledger

Single-entry bookkeeping system for small business or personal use. \$99.00 *Computerware*

## Desktop Budget

A personal finance management program for every budgeting concern handled in an icon-based manner. Assists in setting up monthly payments, automatically performs month-end reconciliations and year-end roll-overs. Program contains useful full-function calculator and personal icon editor. \$69.95 *Gold Disk, Inc.*  
*please see display ad page 17*

## Easy Ledgers

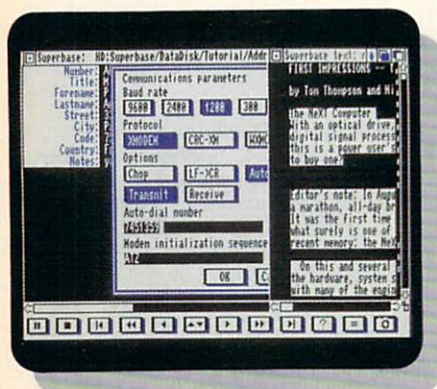
Single-entry accounting system. Fully integrates billing, receivables, payables, inventory and general ledger. Open invoice and balance forward accounts. Two levels of password security. No special account numbers needed, no codes to remember. Detailed reports printed. \$295.00 *Brown-Wagb Publishing, Inc.*

## Easy Loans™

Incorporates all the Amiga's Interface features to help users manage their loan and credit records. Keeps track of loan with remaining interest, principal, and time. Also helps uncover and avoid paying hidden or incorrect charges. Features flexible customization of amortization, viewing and printing of summary schedules, on/off speech and user-definable color palette setting, detailed printouts, and more. \$79.95 *OXXI, Inc.*



# With the right software, you're in business.



Browse through your data using the VCR-style panel and view related text or image files.



Build menu-driven applications accessing forms under DML control.



Use the spreadsheet to allocate resources to projects. Print wall planning and GANTT charts.

**Superbase<sup>TM</sup>**  
PERSONAL  
**2**

AMIGA+  
EXPERTS'  
CHOICE  
1989

**Data management  
Text processing  
Relational querying**

Superbase Personal 2 has all the power you need to set up and manage multi-file databases.

- Apply cross-file lookups and validations for data accuracy and consistency
- Change file definitions any time
- Browse through your data in any index sequence using the unique VCR-style browsing controls
- View data page by page or in tables, and build powerful relational queries and reports
- Edit text documents, print merge letters and labels
- Include text, IFF image and sound files as data
- Communicate data via modem

"Personal 2's LOOKUP command... gives the program a decided advantage over most of its competitors."  
AmigaWorld July '89

**\$149.95**

**Superbase<sup>TM</sup>**  
V 1.3  
PROFESSIONAL

AMIGA  
WORLD  
EXPERTS'  
CHOICE  
1989

AMIGA+  
EXPERTS'  
CHOICE  
1989

**Form design  
Application development  
Relational DBMS**

Superbase Professional is the experts' choice both for executive use and for Fourth Generation application development. As well as all the menu-accessible features of Personal 2, Superbase Professional includes:

- Database Management Language (DML) with over 250 powerful commands and functions for execution directly via the command line or in programs
- Form Designer with access to a wide range of graphical and logical design objects, including images as data, one-to-many relationships and DML commands
- Report Program Generator for on-screen painting of reports and generation of report programs
- Programmable Communications facilities and ARexx support

**\$349.95**

**Superplan<sup>TM</sup>**

AMIGA  
WORLD  
EXPERTS'  
CHOICE  
1989

**Spreadsheet  
Time management  
Business graphics**

Superplan gives you full-featured spreadsheet planning power *plus* the ability to track resources and projects over time:

- Print wall planning charts, GANTT charts, do critical path analysis
- Display and print graphs with over 100 different styles and options
- Sideways printing, full color output, extensive printer support
- Comprehensive macro language
- Lotus 1-2-3 and dBase file compatible
- Full ARexx support

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Software**





# BUSINESS & HOME PRODUCTIVITY

## General Ledger

Comprehensive double-entry system. Includes audit trails, closing procedures, and full reporting. \$99.00 *Computerware*

## Integrated Merchandiser

Point-of-sale and full accounting program with payroll. Automatic posting of sales to ledger. Operates a cash drawer. Up to 98,000 transactions per year. \$499.00  
*Clockwork Computers*

## KEEP-Trak General Ledger

Recording system for home or business use. Many features. \$49.99 *The Other Guys*

## Momentum Check

A personal checkbook management program. Prints checks with custom setup option, provides full-screen editing on forms, and supports any Amiga hardware configuration. Set budgets, report functions by check number, date and different classification codes. Momentum Check automatically prompts you for outstanding items, making reconciliation a snap. \$29.95  
*Micro Momentum, Inc.*

## Nimbus 1.4

Multitasking capabilities give constant access to the General Ledger, accounts payable, and accounts receivable. The general ledger is automatically updated when data is entered into either accounts payable or receivable. Customers and vendors are tracked by name. Find information on any account by entering the first few letters of the name. New features include: Installation on a hard disk, storage of data on separate disk, print invoices on pre-printed forms or plain paper, and more. Upgrades to previous version are \$25.00 plus shipping. \$159.00 *OXXI, Inc.*

## Payroll

Accommodates all pay types and pay periods. Includes federal and state tax reporting, quarterly, tax statements, W-2's, paychecks and cost accounting. \$99.00 *Computerware*

## Point-of-Sale Inventory

Includes an integrated sales order entry and invoicing feature for customer sales, tax-reporting and profitability analysis. Post customer invoices to the accounts receivable module automatically. \$295.00 *Computerware*

## Tax Break

Easy to use with on-screen representation of forms and schedules, fast recalculation, and constant status of taxes due or refunds. On screen IRS booklet, pop-up calculator plus many more features. \$79.95 *OXXI, Inc.*

## Tax Plan

Calculate your federal income taxes for the year and forecast for the year coming. Fast and affordable, covers all forms that most taxpayers use. Prints IRS acceptable forms, handles multiple returns, audits and identifies errors. User Guide and Tax Reference Manual included. \$34.95 *Quality Business Systems*

## Tax-Break Canadian Edition

Canadian tax preparation and planning software for all provinces of Canada. Formerly known as Amiga-Tax. United States 1040 version also available. Canadian; updates \$29.95 See OXXI, Inc. \$69.95 *Datamax Research Corp.*

## The Accountant 2.0

Complete, integrated, accounting system with payroll, inventory, A/R, A/P, and general ledger including a general journal and 10 check registers. Four different point-of-sale options include an invoice writer, cash register system, and recurrent billings. Over 50 reports available. AmigaDOS 2.0 compatible. \$299.50  
*KFS Software, Inc.*

## The Billing and Disbursements System

Accounting for small businesses. Contact SaxMan Systems call for price and description.  
*SaxMan Systems*  
*please see display ad next page*

## The Booking Agent

Integrated Schedule/Accounting package maintains schedule for 240 acts. Agents can search by date for open bookings and print reports including: schedules, income, unsigned contracts, unpaid deposits, and confirmation cards. The Booking Agent can search all acts and all fields for common string, and master posting program will print contracts at the time of posting, as well as generate daily posting sheet. Also, package allows for other computers in agency to be networked together. \$500.00 to \$1,000.00  
*Bigfoot Computer Services dba Bigfoot Software*

## The SaxMan Accounting System

A complete accounting system for single or multi-divisional companies. Contact SaxMan Systems for price and description.  
*SaxMan Systems*  
*please see display ad next page*

## The Tax Strategist

Federal and California State income tax program includes Federal form 10-14, Schedules A, B, C, D, E, and SE; Forms 2441 and 2106; and California State form 540 and schedule CA. \$69.00 *Digital Dynamics*

## ◆ DATABASES ◆

### Acquisition

Fully programmable, fully relational database, utilizes the Amiga's power and innovation. IFF sound and sound support, report generation, calculated fields. Specifications limited only by memory and storage. \$299.95 *Haltex Resources*

### DATAFAX

Free-form relational database. Information is arranged in pages within folders. Define keys, cross-referencing. Ideal for organizing notes, bibliographies, speeches, articles and catalogues. \$99.95 *Pecan Software Systems, Inc.*

### Database 4

Easy-to-use database program. Features include mail merge and print mailing labels. Also holds IFF graphics. \$69.95 *MicroSearch, Inc.*

### DataRetrieve

Now think DataRetrieve Amiga. It works the same way as your Amiga—graphic and intuitive, with no obscure commands. You quickly set up

your data files using convenient on-screen templates called masks. Select commands from the pull-down menus or time-saving shortcut keys. Customize the masks with different text fonts, styles, colors, sizes and graphics. If you have any questions, Help screens are available at the touch of a button. 1-55755-028-X  
\$79.95 *Abacus Software*

## Designer Databases-Business I

Ready-to-use database, simply load using Microfiche Filer or Microfiche Filer Plus and begin entering your data. Professionally designed, commercial quality databases come with complete data definitions and forms for editing and printing. Record inventory, billing, important dates, expenses, employee records, and mail merge. \$59.00 *Software Visions, Inc.*

## Designer Databases-Home I

Ready-to-use database. Simply load using Microfiche Filer or Microfiche Filer Plus and begin entering your data. Professionally designed, commercial-quality databases come with complete data definitions and forms for editing and printing. Record videotapes, CD's, records, stamps, coins, wines, Fish Disks (1000 public domain programs catalogued). \$39.00 *Software Visions, Inc.*

## dBCE III 2.01

An alternative to programming in the dBASE interpretive language. Create, access, and update dBASE III-compatible files without using dBASE. Open and process up to 10 data, Index, or Memo files. \$150.00 *Lattice, Incorporated*

## Mail-O-Dex 2.3

A rolodex, mail merge manager, phone dialer and label printer which directly supports most word processors. Enhanced mail merge functions. \$39.95 *KarmaSoft*

## Microbase

Ready-to-use as soon as loaded. For home, business, and school. \$24.95  
*Anco Software USA, Inc.*

## Microfiche Filer

Graphic and text database with side-by-side viewing for video storyboarding. \$99.00 *Software Visions, Inc.*

## Microfiche Filer Plus

File manager includes full programmer interface using ARexx. 33 powerful new commands allow database access from any ARexx macro. Automatic field calculations, HAM picture storage, database programming, direct control over other applications, dynamic data import and export with ARexx-compatible applications. \$179.00 *Software Visions, Inc.*

## MultiBase

Uses record locking to allow simultaneous access to data files from several terminals. Includes Multi-User System Software. \$249.00  
*Conceptual Computing*



# BUSINESS & HOME PRODUCTIVITY



## Omega File Data Base-Mail Merge

Mail merge database for check registers, invoicing, inventory, etc. \$79.99 *The Other Guys*

## Organize!

This flat-file manager is dBase-compatible and has 44 built-in mathematical functions that help build sophisticated custom reports. Database size is limited to disk space and memory. \$79.95 *Micro-Systems Software*

## Professional DataRetrieve

Professional DataRetrieve, for all Amigas, is a friendly easy-to-operate professional level data management package with the features most wanted in a relational database system. It has complete relational data management capabilities. Define relationships between different files (one to one, one to many, and many to many). Change relations without file reorganization. Professional DataRetrieve includes an extensive programming language which includes more than 200 BASIC-like commands and functions and integrated program editor. Design custom user interface with pull-down menus, icon selection, window activation and more. 1-55755-048-4 \$295.00 *Abacus Software*

## Record Manager Information Base

Information storage and retrieval system. Easy to use, multiple sorts, search by criteria, print by criteria, mailing labels 1 or 2 across, number of records limited by disk space \$99.95 *HC Software Australia*

## Softwood File II SG by Softwood Company

The only database manager that can combine data, pictures and sound in one file. Create real estate listings with floor plans, student yearbooks with pictures, foreign language dictionaries with pronunciation, etc. \$99.95 *Brown-Wagb Publishing, Inc.*

## Station Manager Tape Library Management

Manage your video and audio tape libraries easily. Tape Library Management provides great flexibility and look-up capabilities. \$295.00 *ACS Software*

## SuperBase Professional 3.0

A major upgrade to SuperBase Professional for all Amigas. Among its many new features, version 3.0 now comes with telecommunications facilities, a more powerful forms editor and cross-file validation and lookup. Full data transfer activities are permitted, including support for XMODEM, XMODEM CRC, and WXXMODEM protocols. With the addition of a REPLICATE function, define an area of the form relating to a business transaction, and then replicate that definition a number of times. As an added bonus, users of SuperBase Professional 3 can now imbed program segments within a form for total flexibility when designing applications. Registered owners of earlier versions of SuperBase may upgrade for just \$25.00. \$349.95 *Precision Incorporated*  
*please see display ad page 9*

## Superbase Personal

Database management system for all Amigas. Fully relational. Powerful, easy-to-use data management system. \$79.95 *Precision Incorporated*  
*please see display ad page 9*

## ◆ FINANCE ◆

### AMT

Amortization and cost evaluation. \$39.99 *The Other Guys*

### Investor's Advantage 2.0

Investment analysis tool for stock selection and market timing. Chart stocks, mutual funds, market indices, commodities and options. Utilize Individual Equity Studies and General Market indicators. Automatic downloading capabilities built in. Use the relative strength report to pick the best performers. Time your market entries and exits using the market barometers. \$99.95 *Software Advantage Consulting Corporation*

### MicroTrader

Stock Market technical analysis and Data Base Management Tool Kit. Performs technical analysis on stocks, options, commodities and

indices. Maintains portfolio database and updates either automatically using the built-in communication capability, or manually using the powerful Screen Editor. \$195.00 *MicroActive Inc.*

### Money Mentor

Money Mentor harnesses the power of the Amiga to compute and graph clear reports of your financial situation. Money Mentor has a unique system called Smart Scrolls which studies previous transactions and remembers details about them. Budget System: 200 categories/Transaction System. \$95.95 *Sedona Software*

### PHASAR

Financial record-keeping program. Provides savings and loan analysis, budget reports, projects and prepares income taxes. Includes full documentation and help screens. \$99.95 *Antic Publishing*

### Real 2.0

Real estate analysis for the Amiga. Analyzes property investments including loan amortizations, lease versus buy analyses, variable payments, balloon payments, ROI and multi-year forecasts. Also includes multiple rental rates, unlimited property units, escalation of rental income, tax benefits, depreciation and interest deduction. Conduct extensive What-If scenarios. \$149.95 *OXXI, Inc.*

## SAX MAN SAYS,

1 - AMIGA Computer  
AND 1 - SaxMan Accounting System  
or 1 - Billing & Disbursements System

## and YOU'RE IN BUSINESS!!

SaxMan Systems has taken the best data base available for the AMIGA(tm)-SUPERBASE PROFESSIONAL(tm) from Precision Software, Ltd.-and created two very powerful and easy to use accounting systems.

Billing & Disbursements(tm), designed for the small business, processes cash and credit sales, prints invoices and statements, and ages accounts receivable. It tracks cash disbursements, prints a check register and reports on general ledger accounts sorted by category.

List Price ..... \$249.95

SaxMan Accounting System(tm) is a completely integrated, multi-divisional accounting system with General Ledger as its hub. It handles Accounts Receivable, Accounts Payable, Payroll, Job Cost Analysis, Inventory Control, and a revolutionary new approach to payroll tax tables! Many easy to use features allow you to follow all data from source to final reporting in the General Ledger.

List Price ..... \$499.95

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Redwood City, CA 94063  
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# BUSINESS & HOME PRODUCTIVITY

## Stock Broker

A stock trading system that performs cost averaging. \$39.95 *Acorn Of Indiana*

## Take-Stock

Tracking program for stocks. Handles up to 100 stocks 365 days a year. Shows graphs of gains and losses; supports printers. \$49.95 *East/West Software*

## ◆ FORMS ◆

### Form Action

Allows the user to create personalized business forms for filling in and printing. Makes for more efficient production. \$69.95 *Iconoclassic Software, Inc.*

### Phil A. Form

Allows you to use your Amiga and printer to complete virtually any business form easily, accurately, and efficiently. Space data fields out accurately on screen using a simple coordinate system. Perform math functions on data fields (adding a column and placing total in a specified field). Phil checks to make sure you didn't leave anything out or misplace items. Teach Phil to automatically do repetitive, monotonous tasks such as entering your name and address. \$99.95 *MicroMaster, Inc.*

### Top Form

Design and print professional-looking forms for use with office or home. Import text or merge text files with forms. Fill in forms from the computer, or print first and fill in later. True print, not a graphics dump, so forms look clear and crisp. \$99.00 *Designing Minds, Inc.*

### Ultra-Forms™ Volume I PageStream™

High-quality professional business forms for use with PageStream™. Over 60 forms are included. These forms are ready to be printed after some slight modifications to personalize the form. \$29.95 *Corwyn International*

### Ultra-Forms™ Volume I Professional Page™

High-quality professional business forms for use with Professional Page™. Over 60 forms are included. These forms are to be printed after some personalization by the user. \$29.95 *Corwyn International*

## ◆ INTEGRATED ◆

### ACE/Automated Catering Environment

A complete database/word processing program for a professional catering environment. Permits storage and retrieval of recipes (comes with 175 celebrity and professional catering recipes). Resizes recipes from 1 to 9,999 servings. ACE can calculate room space and number of tables, recipe prices, and food and beverage ordering lists as well as generating job bids. Will print index cards, address labels and Rolodex cards. Full American to metric conversion. \$79.95 *USA Media*

### Flow 2.0

Organizes thoughts and ideas to create sales reports, school papers, even novels. Plan business strategies and schedule appointments. Open several outlines simultaneously, cut and paste between them. Many applications. \$99.95 *New Horizons Software, Inc.*

### HomeFront™

Integrated home-management package. Balance your checkbook and prepare taxes with the accounting manager. Analyze investments and loans with the forecasting manager. Keep track of recipes and print shopping lists. Create address lists complete with important dates. Keep a current database of items in the home with the inventory manager. \$129.00 *Designing Minds, Inc.*

### Home Office Advantage

The Advantage is a powerful, integrated spreadsheet, database and graphics package. The program includes all of the standard features of spreadsheets plus automatic recalculation, user-definable functions, and an extensive library of statistical, financial and scientific functions. The Advantage fully supports ARexx. As well, the program effortlessly creates structured 2D and 3D charts and graphs that may be imported into Professional Page and Professional Draw retaining all color and fill pattern information. The charts and graphs can also be saved as bitmaps for use with any Amiga program supporting the IFF standard. \$199.95 *Designing Minds, Inc.*

### LOGISTIK

Spreadsheet, database, time management and analysis in one package. \$149.95 *Precision Incorporated*  
*please see display ad page 9*

### NAG Plus Schedule Assistant

An appointment calendar and much more. NAG Plus is able to execute ARexx macros with one RMB click or automatically. Edit 15 years, 198 events per day. Dialer, notepad, point & search, on-screen HELP files, memory resident and voice and sound reminders. \$79.95 *Gramma Software*

### PHASAR 3.0

Single-entry personal financial manager and organizer manages anyone's financial needs. Interactive accounts track and record personal revenue and expenses. Displays tax liability at any time; prepares individual tax forms and returns; and contains address organizer, desktop diary and appointment calendar. AI parser predicts input. Also features custom check printing, 130 income/expense categories, formatted reports, more. \$89.95 *Antic Publishing*

### Smart Money

Smart Money is designed with the power and performance inherent in business accounting products, but tailored for personal use. Includes a financial calculator. Determine what funds are available before you go shopping. Set aside the correct amount for vacation, retirement. A true double-entry accounting system capable of handling business transactions. Made simple enough to use at home. Accurate report printing.

Use colorful graphs to get information at a glance. Forecast your spending and avoid potential trouble spots. Automatic bill paying. Automatic check writing. Bank and credit card reconciliations. Investments management. Retirement planning. \$79.95 *Sierra On-Line*

### The Critic's Choice

Combines top word processor, spreadsheet, and database programs in one package. KindWords word processor integrates text and graphics and includes 100,000-word spellchecker, thesaurus, and mail merge. MaxiPlan 500 advanced spreadsheet offers powerful data analysis and impressive business graphics. Microfiche Filer database stores text, numbers, and pictures in any combination, limited only by memory. Applications can be run simultaneously. Data is transferable between programs. \$249.95 *The Disk Company*

### The Works! Platinum Edition

The Works! plus two. Upgraded version includes word processing module, telecommunications module, database module, spreadsheet module, sideways printing utility. Programs use common interface, 1 box, easy-to-use manual, and 3 non-copy-protected disks. One user-friendly manual, free technical support for registered users. Cut, copy, and paste between all modules. \$299.95 *Micro-Systems Software*

### WordPerfect Library

Helps organize appointments, notes, files, and programs. Includes calendar, notebook, calculator, file manager, program editor. \$129.00 *WordPerfect Corporation*

## ◆ PLANNING ◆

### NAG Plus Schedule Assistant

An appointment calendar and much more. NAG Plus is able to execute ARexx macros with one RMB click or automatically. Edits 15 years, 198 events per day. Dialer, notepad, point & search, on screen HELP files, memory resident and voice & sound reminders. \$79.95 *Gramma Software*

### Who! What! When! Where!

This desktop organizer keeps track of people, places and things to do. Remind options include voice, screen flash, sound effects or a bell. Supports ARexx. Prints out addresses, phone numbers, schedules, a calendar and mailing labels. Includes a phone directory, appointment book, things-to-do-list, calendar, notepad, autodialer and alarm clock. Allows cross-referencing and 14 different owners with the ability to share between them. \$79.95 *Blue Ribbon Bakery, Inc.*

## ◆ SPREADSHEET/UTILITIES ◆

### Templicity™2.0

Consists of 100 ready-made spreadsheet templates for a wide range of personal and business needs. Each template can be used as is for immediate results, or as a starting point for creating your own unique applications. New templates for 1989 taxes are included, with interactive forms 1040, A, B, C, D, E, F, SE, 2441, and 4562. Taxes are upgraded each year for



# BUSINESS & HOME PRODUCTIVITY



\$5.00. The collection also has templates for personal finance, home office, real estate, advertising, management, sales, budgets, accounting, and household applications. Available for Analyze!, Maxiplan, Superplan, and VIP Professional. \$34.95 *The Sterling Connection* please see display ad this page

## Analyze!

An easy-to-use electronic spreadsheet featuring 44 built-in mathematical functions, a macro language, and graphs. Analyze! is capable of reading and writing Lotus.wks files. Full mouse and menu support; full keyboard shortcuts for all menu items; full clipboard support \$99.95 *Micro-Systems Software*

## Haicale

Multitasking, multi-windowing spreadsheet. Simple operation, color graphics, more. Supports Intuition. All data files created with icons to allow the user to manipulate both worksheet and text files under Workbench. All commands accessible from the menu. \$59.95 *Haitec Resources*

## K-Spread 3

Spreadsheet with 256 x 8192 matrix (depending on individual memory). Uses macros to utilize the GEM interface. Data interchangeable with K-Word 2 and K-Graph 3. \$179.95 *MichTron/Microdeal*

## Snip

Object-oriented graphic spreadsheet/signal display and analysis program. Display up to 20 graphs on screen. Zoom points into hi-res (2 point min.) windows. Custom interface. \$500.00 *Digital Dynamics*

## Superplan

Use the advantages of the Amiga for powerful spreadsheet operations. Pull-down menus, on-screen functions buttons or standard slash commands. Superplan's ARexx support allows for free exchange of data with other programs. Fully integrates with Superbase Professional. Spreadsheet dimensions stretch to 2048 rows by 1024 columns. Also provides full color output to a wide range of printers and plotters. \$149.95 *Precision Incorporated* please see display ad page 9

## Unicalc 1.1

Electronic spreadsheet lets you enter, manipulate, and save information normally written on a multi-column ledger. Features 256 columns x 8192 rows, on-line help, multiple windows, multiple cell addresses, over 20 commands, over 10 arithmetic expressions, and over 30 algebraic and conditional expressions. Fully compatible with leading spreadsheets. \$49.95 *Lattice, Incorporated*

## VIP Professional Spreadsheet

Helps you keep up with stocks and mutual funds on a weekly basis. Features database, color graphics, more. \$99.95 *ISD Marketing*

## ◆ STATISTICAL ANALYSIS ◆

### Aplot Library-Member of Volume 1 of the Engineer's Toolbox.

Lattice 'C' compatible library of graphics functions for the applications programmer. Supports scientific/ engineering/ business charts and graphs. Includes routines for linear/ logarithmic, pie/bar and polar charts. From simple to complex. \$49.95 *Advanced Creations Incorporated*

### Business Statistics

Contains the statistical tools most likely to be used in a business setting. Coverage similar to that of Experimental Statistics, but with a concentration on experiments most applicable in a business ambience, 2K factorials, fractional factorials. \$145.00 *Lionheart Press, Inc.*

### Marketing Statistics

Includes data collection and sampling, tabulation and analysis of questionnaire data, forecasting procedures, more. Discusses market research experiments and provides programs to analyze variance of experimental data. Covers association techniques in detail, correlation analysis, multi-variate analysis, factor analysis, residual analysis, principal component analysis, more. Marketing techniques cover forecasting procedures and market auditing, critical path analysis helps prepare marketing plan. \$145.00 *Lionheart Press, Inc.*

### Multi-Prefs

The multiple preferences management tool lets you create, restore, edit, rename, sort, delete, or undelete all the preference settings you like. You can advance your printer paper to the top of the next page or toggle your Workbench screen between interlaced and non-interlaced mode instantly. \$29.95 *Soft-Link, Inc.*

### Project Master

Professional project management system. Graphic interface for designing sample projects. Enter, change and evaluate schedules, critical paths, labor costs and expenses. View and print GANT or PERT charts. Everything is multitasked. \$195.00 *Brown-Wagb Publishing, Inc.*

### Quality Control and Industrial Experiments

Thorough coverage of the standard quality-control methods. All popular types of quality-control charts have been implemented (with constant and variable sizes) and chart presentations conform to ASQC standards. Discusses statistical background of statistical quality control and all information related to chart preparation. Includes large section on the analysis of variance and experiment design. Topics and software cover traditional and more sophisticated quality-control methods. \$145.00 *Lionheart Press, Inc.*

### Sales and Market Forecasting

Attacks the problem of how to make a forecast, and what to do with it once it has been made. Prepares demand analysis and generates a company time-series. Covers relating company time-series to more general business and economic time-series, developing forecast, and

preparing a market audit from material generated in forecasting. Provides sources of business data and extensive base of about fifty yearly and monthly time-series obtained from U.S. Department of Commerce publications. Includes examples. \$145.00 *Lionheart Press, Inc.*

### STUFF-IT

Create your own pull-down menus, each capable of sending a user-defined series of keystrokes to other programs just as if you typed them from the keyboard. Several menus have been created for you including one for the CLI and one for the Amiga editor -ED. \$39.95 *Soft-Link, Inc.*

### The Engineer's Toolbox-Volume 1, Graphic Tools

Volume 1, Graphing tool of the Engineer's Toolbox is a bundled software package composed of the The Aplot Library, ConvertAplot, and GenAplot. See other Engineer's Toolbox's. \$99.95 *Advanced Creations Incorporated*

### The Securities Analyst

A stock charting and analysis program designed with the individual investor in mind. It permits the investor to chart any number of stocks over an extended period of time. Package includes: Moving Average, Performance, Point & Figure, Trailing Stops, Price Earnings Analysis and more. \$79.95 *Free Spirit Software, Inc.*

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## ◆ GENERAL ◆

### Animation: Titler

Professional real-time titler and character generator, including hi-res, overscan, true scrolling direction, and looped playback. \$79.95 *Hash Enterprises*

### Broadcast Titler

Broadcast-quality character generator for the Amiga. High quality anti-aliased fonts eliminate character jaggies. Accepts 8 to 200 scanline mono/color Amiga Fonts. Up to 320 colors per high-res page. Create colorful backgrounds and patterns. Over 100 transitions and effects. Full 736 x 480 overscan display. Preview channel mode prevents unwanted pages from being accidentally displayed thru genlock. \$299.95 *InnoVision Technology*

### DeluxeVideo III

The release of DeluxeVideo III sets a new standard for Amiga presentation graphics, offering professional video power with a simple, intuitive interface. DeluxeVideo III provides complete control over Amiga's graphics, animations and sounds, and it's visually oriented interface makes it easy to use that power. Unlike most other presentation products, DeluxeVideo III adds full integration of sound effects, music, and MIDI to make complete audio-visual presentations. It can be used to create interactive demos, animated cartoons, or other types of video presentations using the full range of Amiga graphics, animation, and sound. These videos can be recorded on videotape or played back through the Amiga. In addition, DeluxeVideo supports object-oriented interactivity for HyperCard™ like flexibility. DeluxeVideo III supports all Amiga resolution modes (including HAM, hi-res, and interlace), super bitmaps, high speed animation, MIDI output and IFF standard sound and music files, and is the only program

that has full DeluxePaint III capability. Current DeluxeVideo owners will be offered a low cost upgrade to the new version of the program. \$149.95 *Electronic Arts*

### GENamations

Animated genlock frames for home video production & professional studio use. \$49.00 *EyefulTower Communications/Earful Tower Productions*

### INVISION Plus

INVISION Plus brings a new dimension to our real time video effects system. INVISION Plus works with the LIVE! Frame Grabber from A-Squared Distributions and a VCR or video camera to make professional video effects possible at the press of a key. New features include ANIM format compatibility, automatic rate effects control, graphics still store and display, and many new effects. \$299.00 *Elan Design*

### Invision

Video integration tool works with the Live! digitizer and any video source to process video effects in real-time. Uses the keyboard and mouse to control effects such as colorization, strobos, and mirroring. Can display images created with other software along with the LIVE! video. \$129.00 *Elan Design*

### JMH Easy Titler 2.0

With version 2.0, (free to all registered owners) you now have many additional features in the easiest to use character generator for the Amiga. Version 2.0 accepts additional fonts, uses overscan with all resolutions of IFF screens for backgrounds and has 40 transitions to take you from screen to screen. This titling package/character generator that will autoboot and is ideal for unattended use, will also allow single stepping through your slideshow to make it the ideal tool for your live presentations. The script for the JMH Easy Titler permits up to 75 screens. \$49.95 *JMH Software*

### Media Base

Presentation software gives interactive access to audio visual presentations from videotape, compact or laser disk, and computer disk. Requires the MediaPhile Infrared Controller. \$149.00 *Interactive Microsystems*

### Photon Video-VideoType

VideoType turns the Amiga into a professional-quality character generator with performance and features you would normally expect to find in much more expensive dedicated character and effects generators. Those features, together with a user interface designed for both maximum efficiency and ease of use, combine to make VideoType the professional character generator of choice for the Amiga. \$299.95 *Microillusions*

### Pro Fills

Professional quality full color patterns and textures for use in desktop presentations and video. Create complex backgrounds and surfaces instantly, adding a new dimension to your video titling and presentations. Pro Fills patterns and textures are IFF brush format and compatible with all IFF paint and titling programs that allow custom brushed in fill tools or tiling functions. High resolution and interlace resolution versions of the patterns are included. Also includes a large assortment of color palettes complete with color ranges defined for dropped shadows and highlights. The patterns and textures may be combined together to make thousands of variations and are compatible with multicolor fonts. \$29.95 *JEK Graphics*

### Pro Video Gold

NTSC version runs only in the Amiga high resolution graphic mode with expanded screen size of 720 horizontal pixels by 480 scan lines. Easily creates 100 pages of video titles with its fast screen editor. Up to 2600 pages internally with additional RAM memory. Four styles of high-quality video fonts, each in four sizes. Additional font libraries are available in sets of 4 styles. Each font meticulously bitmapped for maximum resolution. Text and graphic backgrounds are easily added to your titles. Import high resolution IFF paint or digitized pictures. Pro Video Gold requires Amiga with Kickstart 1.2 or greater with at least 1/2 meg of chip memory and 1/2 meg of fast RAM. Demo disk available. \$249.95 *JDK Images/Shereff Systems*

### Pro Video Post

Same as Pro Video Gold with some added features: digital video effects, picture manipulations, and more. Workbench version. \$349.95 *JDK Images/Shereff Systems*



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# DESKTOP VIDEO

## Station Manager Character Generator

Supports unlimited number of commercial and public domain fonts and creates scrawl files that can replace the clips inside DeluxeProductions. Fully mouse driven, this character generator gives you features not found in even the most expensive systems. \$295.00 *ACS Software*

## Title Page

Title Page is a professional titling package and book manipulator. A titler, Fontmanager, Script viewer, effects editor, pattern editor, dlist modifier, and a slideshow system are included. Full IFF and ARexx support are provided, with more than 65 ARexx commands. The package includes 9 fonts and 4 color fonts. Create dazzling effects and stunning background for your next presentation. \$199.95 *Eschalon Development*

## TV\*SHOW

Version 2.0! The famous special effects slide show generator is better than ever. Now it's your Graphics, Animation, and Sound, slide show generator. Performs wipes, reveals, pushes, more. Add speech. Many features. Now supports ANIM's and digitized sound. \$99.95 *Zuma Group*

## TV\*Text

Character generator lets you define how text will look, then draws the text for you. Various font sizes and shapes, drop, cast, or transparent shadows, strobe-end 3-D effects. Fully compatible with all Amiga IFF products. Requires Workbench 1.2 or above, 512K RAM, 1 disk Drive. Recommended: 1MB RAM, 2 disk drives or hard disk, preferences supported printer. Includes 18 fonts. \$79.95 *Zuma Group*

## TV\*Text Professional

TV\*Text Professional is the ideal program for producing eye catching lettering and graphics for video titling and desktop presentations. TV\*Text Professional's package contains a program disk, three font disks containing Zuma Fonts Volumes 1, 2, and 3, and a 220 page spiral bound User's Guide. With a click of your mouse, TV\*Text Professional renders text, shapes, and objects in any number of colorful and dazzling styles. Full IFF image compatibility means you can use TV\*Text Professional with variety of graphics and animation programs, including TV\*SHOW™ special effects slide show program. Users of the original TV\*Text can upgrade to TV\*Text Professional and should contact Zuma Group for further information. \$169.95 *Zuma Group*

## Video Tools

Video Tools is a collection of specific professional tools for desktop video. These include a subtitle, a creditor, scroller, teleprompter, background generator, color bar generator, video pattern display, slide & maker,

XIP Image presenter, ASCII word processor, PLUS 9 fonts and 4 color fonts. Perfect for video production houses, cable stations, and amateur desktop video enthusiasts. \$199.95 *Eschalon Development*

## VideoTitler 1.5 with Lights! Camera! Action!

Professional titling and special effects. Now includes Lights! Camera! Action! Version 1.5 utilizes a wider range of fonts (including Polyfonts) and special effects such as: fade, dissolve, and zig-zag for highly professional titling effects, generally only available with top-of-the-line professional equipment. You can create animations in all screen resolutions, including overscan. Also utilize color cycling, detailed time control, and manual or automatic frame advance. Lights! Camera! Action! turns your titling frames and animations into professional slide shows. \$159.95

*Oxxi /Aegis Development*

## ◆ FONTS ◆

### Masterpiece Professional Font Collection

The largest collection of fonts and clip-art available for the Amiga today. 110 different fonts are included in this 20 disk set. Also included are 141 hi-res pages of border clip-art. 4 disks of ColorFonts and 2 disks of Brushes round out the set. A must for the video professional. \$199.00 *ARock Computer Software*

### Pro Video Plus Alternate Font Sets

Each set contains 4 styles in 4 different sizes. Available in English, German and Swedish characters! German and Swedish character available only in the PAL version. \$129.95 *JDK Images/Shereff Systems*

### VIDEO Fonts

Hi-res, bit-mapped fonts not compatible with PRO VIDEO CGI. 11 styles in 30, 44, and 72 point. \$49.95 *PVS Publishing/Shereff Systems*

### Video & Headline Fonts 3.1

A 3-disk set of the very largest fonts from our Professional Font Library. We've added utilities, an icon interface, and a 40-page manual. 80 styles! including outline, shadow, and decorative versions, over 30 distinct, artist-designed bitmap fonts. Monochrome and 2-color fonts. Especially suitable for video titling, headlines, and paint-style graphics. Requires 1 meg RAM. \$49.95 *CLASSIC CONCEPTS Futureware*

### Zuma Fonts Vols. 1-5

Typefonts for use with any IFF-compatible program which accesses Amiga fonts. Six sizes, from 12 to 100 points. Volume 1 contains Swiss, Pica, and Barn Fonts. Volume 2 contains Euro, Chelt, and Stencil Fonts. Volume 3 contains

Coop, Script, and Fast Fonts. Volume 4 contains Deco, Devine, and Draft Fonts. Volume 5 contains Metro, Art, and Gospel Fonts. Requires 512K RAM. \$34.95 *Zuma Group*

## ◆ SOUND ◆

### Animation

Sound effects disk with 45 real and synthesized IFF sounds. Door knocks, footsteps, machinery, more. \$19.95 *WaveTable Technologies*

### ZOUNDS!

Sounds Digitized sounds for use with Fantavision, DeluxeVideo, and The Director. Clip Art for your ears. \$19.95 *AlohaFonts*

## ◆ TUTORIAL ◆

### Digitizing Slideshow by New Image Productions, Inc.

This is a new software HOW-TO program directed at the beginner, and intermediate student of the Amiga Computer. The program illustrates the various techniques employed in digitizing, manipulating, and animating objects, etc. \$29.95 each volume (1, 2, or 3); \$79.95 entire series. *MCP Associates*

## ◆ UTILITIES ◆

### 3-D Vector Objects/Fonts

Growing collection of 3-D vector objects for Raytracing. Forty different disks in each of 3 formats (T.S., Sculpt, VS), 65 new fonts, and all categories of objects or call for catalog. \$12.50 each / \$30.00 for set of 3. *Dimension-X, Inc./CommoTech*

### Amiga Link

Software interface which joins the Amiga and V-LAN by Video Media for video editing. *RGB Video Creations*

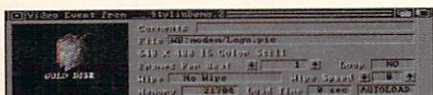
### Broadcast Backgrounds

Four-disk, 36-image collection of high and medium resolution graphics to be used as backgrounds with titling programs such as Broadcast Titler and TV\*Text Professional, and paint/animation programs such as DeluxePaint. These are IFF files which can be modified. The backgrounds provide a variety of effects such as brickface, wood, gradation, and 3-D perspectives. Also included is a slide show that will allow a quick look at each background. \$44.95 *Computers, Etc!*

### Business Presentation Graphics Library

Business Presentation Graphics Library is a 10-





### 1. SEQUENCE YOUR AMIGA ANIMATION AND GRAPHICS

Simply drag out a segment on the Video Track - the length indicates the duration over which the animation or graphic will play. You can specify frame rates of up to 30 fps. *ShowMaker* automatically determines loading time and loads the files before you need them to play, without interrupting the playback of the current animation. This means long running productions, limited by storage space, not your Amiga's memory. *ShowMaker* also features over 64 built-in wipes, fades, and transitions, and is compatible with most ANIM formats.



### 2. ADD MUSIC

Again, simply drag out a segment - this time on the Music Track. *ShowMaker* supports MIDI output, MIDI files, and SMUS formats. *ShowMaker's* unique auto-sync feature\* ensures that your video always remains synchronized to the music!



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### 3. PREVIEW YOUR WORK

With *ShowMaker* you can preview your production at any time during its development. Preview from any point or from the beginning. *ShowMaker* will also generate story boards and cue sheets which may be printed on any Preferences supported printer.



### 4. ADD LIVE VIDEO

*ShowMaker* gives you control over genlocks, videodisc players, and VCRs. Just tell *ShowMaker* when to cut in your video, and it will automatically seek to the correct position and fade in the genlocked signal at the right time. \*\*

### 5. OVERLAY TITLING

Add titles to your production with *ShowMaker's* built-in Video Titler. You can even run credits on top of Amiga animations and graphics, and overlay the results on video.

### 6. PLAY IT!

You're done! Hit the 'Play' button and the Amiga will play back your production in real time, automatically synchronizing the music, video, animation, and titling. A true Multimedia presentation. Record your production to videotape for a *first generation Master Tape*!



### SHOWMAKER FEATURES

*ShowMaker* is the first program with :

- Intelligent autoloading of animations and graphics \*
- Animation playback synchronized to music in frames-per-beat \*
- Intelligent background music looping, for easy creation of sampled soundtracks
- Complete control of genlock functions \*\*
- Video titling over Amiga animation and graphics
- MIDI sound effect support
- External clock control (SMPTE / MTC) of music and animation
- Run *ShowMaker* productions from *AmigaVision*

*ShowMaker* also features :

- Wait-for-click interactivity
- Production looping
- Storyboarding
- Cuesheet generation with printing

## SHOWMAKER THE COMPLETE DESKTOP VIDEO SOLUTION

\* Patent pending  
\*\* Additional hardware required  
*ShowMaker* is a trademark of Gold Disk Inc.



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disk set of Amiga graphics and animations specially designed for video, but perfectly suited for business graphics and slide productions as well. Included are graphics and animations specially suited to the business world, such as Money, Graph Art, backgrounds for the Stock Market, Finance, and more. All art is hi-res or interlaced, and overscanned where applicable. Price unavailable. *Digital Designs*

## Desktop Video Graphics Library

A 10-disk set of Amiga graphics specially designed and produced for video applications. Colors are optimized to avoid chroma crawl, flicker, and Color zero is never used unless it is designed into the image for use with genlocks. The set includes professional-style backgrounds for titling, digitized images, art brushes and drawings. It has the load-and-use animations and anim brushes compatible with Deluxe Paint III or The Director that let you add your own titling and have instant animated screens for desktop video. Included are wipe screens made for use with a genlock. These screens give interesting wipes like puzzle, crack-up, etc., when genlocked over live or taped video. All are in Interlace or Hi-Res, and are overscanned where applicable. Topics include Parties, Kids, Sports, Holidays, Vacations, Birthdays, Weddings, Christmas and much more. Price unavailable. *Digital Designs*

## Focus Video™

Provides a complete range of high-end image processing. Features include color control, filters, convolutions, histograms, arithmetic and logical operations between two images, zoom, contrast enhancement, measurement, time-lapse with time stamp, and more. Output in PostScript (either gray level or color separated), IFF, and Sun Raster file. \$159.00

*A-Squared Distributions, Inc.*

## Frame Grabber 2.0

Professional enhancement software for the Frame Grabber. Includes printing facility. Supports 24-bit file format, Mirror, and multiple-exposure modes, 50+ oversampling, zooming, and image reduction, image delta system and much more. \$99.95

*Progressive Peripherals & Software*

## Interactor

Interactive Graphics Presentation System with hyper FX is an animation design system which combines the power of hypermedia with the excitement of desktop video to let you create interactive visual databases for free-association browsing, information retrieval, and education. Interactor turns your Amiga into a hypertextual desktop presentation environment which integrates graphics, sounds, and a text into an interactive, randomly-accessible hierarchy of information of your own design. Furthermore, Interactor is fast and easy to use with an innovative, intuitive interface built for productivity. Interactor



supports hypertext, IFF sounds, IFF pictures, and brushes in lo-, med- or hi-res, in under- or over-scan, and runs off any stor \$79.00 *Very Vivid, Inc*

#### **Media Processor**

Allows computer control of A-V equipment. Edits videotape, records database, plays back automatically from one or two decks. Overlay computer graphics on video, dub audio, record single frame animation images automatically, record a database of up to 24 hours of digital stereo sound or 4 hours of video on one 8mm cassette. Freeze frame, visible high speed search, flying erase heads, much more. \$149.00 *Interactive Microsystems*

#### **Photon Video Transport Controller**

The link between graphics, animation, and video tapes. Controls external video tape frame by frame controllers like the Lyon-Lamb and Video Media's V-LAN systems. Designed for use with Photon Video's Cell Animator, the Transport controller will also work with other third party software. Records 1-300,000 frames each time an image is displayed, resulting in a smooth animation sequence. Set the TC to edit short real-time Amiga animations into longer sequence; set in/out points via keyboard or mouse; create time-lapse using the Time Lapse utility. Requires external video controller interface. \$299.95 *Microillusions*

#### **Photon Video: Edit Decision List Processor**

Edit decision lists can save a lot of time and money. Create your list off-line, then transfer them to an on-line editing system via the serial port, or an MS-DOS compatible floppy disk. Features 999 events per file capacity, three tracks (one video, two audio), lists are recalculated instantly every time a change is made. Works with 30 frame NTSC, 25 frame EBU(PAL) and 24 frame film modes. \$499.95 *Microillusions*

#### **PIC-MAGIC™**

A ten disk set of over 250 images. Manual explains suggested use of images as well as the psychology behind many of them. Some images draw the eye to a particular spot on a page while others convey a certain mood. Images can be resized using DPaint III or a comparable program. PIC-MAGIC is an unlimited resource library for computer enthusiasts, desktop publishers, and animators. IFF format, most over 1000 by 1000 pixels. The full set now includes a bonus two disks for a total of 121, which include the entire 250+ images sized down for easier video use. Also available in Encapsulated PostScript format for Desktop Publishing. \$99.95 *Joe's First Company*

#### **Professional Video Graphics Library**

Professional Video Graphics Library is a 20-disk set of Amiga graphics and animations specially designed for business, industrial, educational, cable TV, and other video studios. Colors have been optimized for video production. Topics include titling backgrounds compatible with popular titling software, and paint programs, HAM images, digitized images, stock animations, and anim brushes covering a vast array of subjects suitable for the video market. Price unavailable. *Digital Designs*

## **Graphics, Animations, Sounds? Good Show!**

With **TV-Show™** you can showcase your graphics and animations with just a few clicks of your mouse. Using **TV-Show's** mouse and menu driven Script Editor, choose from a wide variety of exciting image transition effects. Grab your audience by the ears with sound effects and computer generated speech. Experiment all you want. You can play any portion of your script anytime during your editing session.

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#### **Over 40 Variable Speed Transition Effects**

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#### **Animation & Sound**

- ANIM format from DeluxePaint® III & other programs
- Fly any brush on or off over screen backgrounds
- Color cycling
- IFF sampled sounds & speech with control of playback rate & volume
- Synchronize sound with screen event or animation frame

**TV-Show** is the complete special effects slide show for you and your Amiga®. Version 2 is at your Amiga dealer now.

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 **ZumaGroup**

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Phoenix, AZ 85015  
TEL: 602.246.4238  
FAX: 602.246.6708





## DESKTOP VIDEO

### Station Manager Graphics Library

Gives you TV quality graphics backgrounds and objects. \$195.00 ACS Software

### Station Manager Map Generator

High-speed cartography plots a high-resolution map of anywhere in the world in seconds. Graphical user interface makes map selection easier than most programs. \$145.00 ACS Software

### Station Manager Tape Editor

For the Amiga video professional. Lets you edit from simple cuts to A/B roll. Controls up to 32 devices in VHS, Super-VHS, Betacam, or 1-inch VTR (or any mixture of formats), within unique Video Network. All editing and control done with the Amiga's software interface. Provides for automated single-frame, time-lapse, script recordings and edit decision list processing also included. \$995.00 ACS Software

### Station Manager Teleprompter

Reliable teleprompter eliminates need for expensive paper most teleprompters use. \$295.00 ACS Software

### Station Manager Time and Scheduling

After you've created, animated, and edited, Time and Scheduling helps you get on the air on time. \$295.00 ACS Software

### T.V. Graphics

A two disk set of clip art to be used in desktop video applications. Graphics consist of background screens and borders for over dubbing video in all graphics created in Interlace overscan and are IFF compatible. \$49.95 Slide City

### TGALink™

Using TGALink™ and ImageLink™, Amiga users can output 24-bit ray-traced graphics to true vision videographics boards for high-quality, full-color video output. Images may be recorded frame by frame to videotape to produce stunning results. (Requires Amiga Bridgeboard) \$299.95 Active Circuits, Inc.

### Vermont Seasons (Summer)

First 3 disks in an eventual 12 disk set. Each disk contains 12 LO-HAM Vermont scenes in full overscan. Each of the four 3-disk sets focuses

upon one of the four seasons in Vermont. \$39.00 Eyeful Tower Communications/Earful Tower Productions

### VIDI-Mice

VIDI-Mice is a man-machine interface for the Amiga computer, for use in interactive hypermedia productions and performances. By emulating all mouse and keyboard functions, VIDI-Mice software allows you to control virtually any video, music, or paint programs from your video camera. (LIVE! frame grabber required.) \$85.00 Tensor Productions

### Video Visions Vol. 1: The Titler V2.1

Now includes four disks; three with backdrops and one with ColorFonts to start you titling. ColorFonts I mini-volume added to help Titles and Backdrops be integrated for a full starter kit on Video Titling. Scenes are extended to broadcast titler overscan page size 736 x 480. Includes V.V. The Program—free of charge. \$34.95 CV Designs

### Video Visions Vol. 2: The 3D Animator V2.0

(2 disks) Images and parts custom made for 3-D and Page Flipping Animation programs with a focus toward fantasy animals subjects. Features objects for 3-D. Specify your 3-D Editor: 3-D Knight, Unicorn, Giants' Hand, 3-D Videocam, Dogsworld animation, 3-D Globe spin, Clouds backdrop, Field Backdrop HAM, Tree Backdrop, More! Over 40 files, overscan HAM screens and 3-D objects for your editor. VideoScape, Sculpt 3D, or Turbo Silver supported. \$24.95 CV Designs

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The Videomaker contains Anniversary Ceremonies type data. Stained Glass effects to Religious type data make this a perfect companion to Volume 4: The Videographer. Includes Wedding Ceremonial scenes and others. \$24.95 *CV Designs*

## Video Visions-The Animator Set

Includes previous Video Visions clip art bundled in a 3 volume set (6 disks). Includes Volume 2 The 3D-Animator (Sculpt 3D version standard), Volume 3 The 2D-Animator and Volume 6-The Educator. Geared toward Animation users 2-D or 3-D. Education in scope with maps and numerous aids for animators. \$49.95 *CV Designs*

## Video Visions-The Mixed Set

Includes all previous video vision clip art bundled in either 3, 4 or 5 volume sets. Volumes of the future can be chosen to complete a package to suit any Videographer. Geared toward the mix & match individual. Conversions

available for any set program requirement a user may request. \$49.95 (3 volumes) \$69.95 (4 volumes) \$89.95 (5 volumes). *CV Designs*

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## Video Visions-The Studio Set

Video Visions-the Studio Set contains all of the Vision Data packaged in one assorted collection. Video Volumes 1-8, Mini Volumes 3-5 and a tape guide on VHS of the Titler Set Backdrops and Borders are included in this one unit. Liberal upgrade to future volumes is included in the purchase of this set. \$199.95 *CV Designs*

## Video Visions-The Titler Set

Includes previous Video Visions video clip art bundled in a four volume set (9-11 disks). Includes Volume 1 The Titler, Volume 5 The

Broadcaster, and Volume 7 The Advertiser. Geared toward Titler users that use display video software. Optional are Video Visions the Program or the Broadcast Titler. Script Disk for those owners of Broadcast Titler. Each are included on request. \$69.95 *CV Designs*

## Video Visions-The Wedding Set


This set includes V.V. Volume 4 and Volume 8 perfect for taking those video worth remembering. \$39.95 *CV Designs*

## Video Visions: Mini Volumes 1-6

Mini-Volumes 1-6 are essentially best of disks containing selected data from Video Visions' multi-disk volumes 1-4. Each Mini-Volume is a single disk compilation without Workbench or icons. The show program on the main Video Visions disks or a similar public domain show program is required. Disk 1 features Backdrops from V.V.'s 1 and 4 and the Borders from V.V.'s 1 and 4 are contained on Disk 2. Disk 3 is Deluxe Paint III compatible animations entitled Animated Intros, while Disks 4 and 5 are Colorfonts I-II with 84 and 62 line Colorfonts in

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# DESKTOP VIDEO



Serif, Modern, Sanserif, and Boldface Disk 6 Animated Spots is a Cousin to Animated Intros, having ANIMbrushes featured for video additions to add to a scene can be added to Main Volumes to make the still pictures have movement. \$16.95 each *CV Designs*

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## X-Kit V1.2

Two Disk set of handy and unusual graphic & 3-D utilities of all types-object editors, wire frame, modulars, ANIM utilities etc. \$34.95 *Dimension-X, Inc./CommoTech*

## ♦ MISCELLANEOUS ♦

### Eye Play

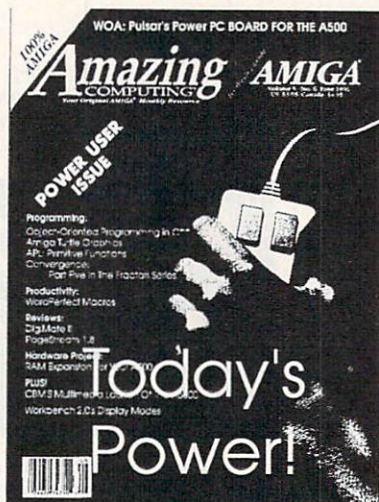
2 Player or computer builds computer art from three dozen graphic routines. 640 x 400 and 320 x 200 resolution \$19.95 *Silver Software*

### ImageLink 2.0

ImageLink is an advanced conversion and imaging system for the Amiga. It will convert image files between a variety of formats including Macintosh, IBM, and numerous. Additional modules are available for other formats and imaging hardware. \$199.95 *Active Circuits, Inc.*

### K-Graph 3

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documents. Line/scatter graphs, area graphs, pie charts, stacked, horizontal, 3 dimensional and normal bar. Automatic axis scaling, Grid on/off, Save Graph option, statistics, Math and logical expressions, graph formulas, automatic creation of legends and labels, marker positions. Display up to four graphs at a time. Prints to any Epson or Epson Compatible printer. Data interchangeable with K-Spread 3 and K-Word 2. \$99.95 *MichTron/Microdeal*

### Laser Show Designer

Produces professional quality laser light shows. Works like a paint program to create, edit, animate, and display projected laser graphics and beamworks. Requires standard laser scanner projector (available from Pangolin.) \$595.00 *Pangolin Laser Software*

## Mondo Stereo

Create dynamic stereo 3-D images and gain full understanding of how stereo works. Paint stereoscopic depth into ANY Amiga image! Enter a totally interactive 3-D workspace! Wear your 3-D glasses WHILE YOU WORK, so that you get INSTANT stereo 3-D feedback! Complete manual (with extensive illustrations) included. Uses either X-SPECS 3-D (alternating liquid-crystal) or anaglyphic (red/blue) viewing systems. MONDO STEREO anaglyph glasses (with durable plastic frames) included! Also includes the NO-SPEX Free Viewing Aid. Makes free viewing side-by-side 3-D pairs easy. (Free viewing is an advanced stereo technique.) Has settings for SCULPT/ANIMATE 3D, FORMS IN FLIGHT II, and TURBO SILVER. Under \$100.00 *A-Squared Distributions, Inc.*

## RTV

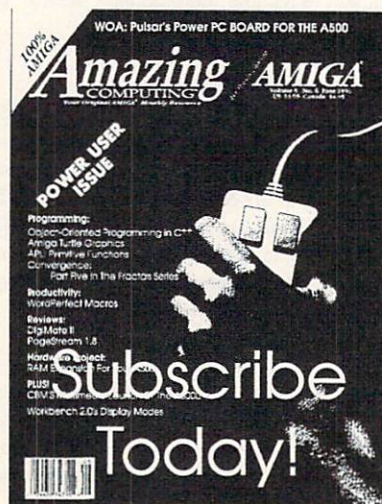
Raster-to-vector conversion program. Takes standard IFF pictures—drawn, painted, or digitized—and instantly turns them into projected laser graphics. RTV can be used by itself or as input for the Laser Show Designer program. Requires a standard laser scanner projector. \$495.00 *Pangolin Laser Software*

## Scene Generator

Create realistic, natural looking scenery on your Amiga with Scene Generator. Easy to use menu interface gives you instant access to all of Scene Generator's powerful capabilities. Create everything from a desert to a snow covered mountain peak. Allows control of lightning, snow and water levels, optional clouds, and colors. A preview mode will display a scene in 5 Makes great backgrounds for painting or animation. \$39.95 *Natural Graphics*

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## ◆ 3-D ◆

### 'Secrets of an Artist'

'Secrets of an Artist' is the work of a professional computer artist, C. William Henderson of Los Gatos, CA. On this disk he reveals many formulas and underlying concepts through 22 examples and 10 pages of text. \$24.95 *Seven Seas Software*

### 3-D Vector Objects/FonTS

Growing collection of 3-D vector objects for raytracing. Forty different disks in each of 3 formats (T.S., Sculpt, VS), 65 new fonts and all categories of objects or call for catalog. \$12.50 each / \$30.00 for set of 3  
*Dimension-X, Inc./CommoTech*

### 3-Demon

Universal 3-D object editor allows interactive creation and manipulation of solid objects in a single window. Compatible with VideoScape 3D, Sculpt, Silver, and Forms in Flight. Save objects as standard IFF files. \$99.95 *Mimetics Corporation*

### 3D Professional

Fast, 3-D, polygonal rendering software with animation facility. Create professional stunning 3-D images in a fraction of the time it takes ray tracing software. Also creates fractal landscapes, trees, and clouds. Price unavailable.  
*Progressive Peripherals & Software*

### C-Light

Low-priced 3-D animator and raytracing program with 3-D editor, shadows, mirror surfaces, multiple lights, stereo-vision 3-D. \$49.00 *Peterson Enterprises*

### Caligari

3-D conceptual design software virtual reality, real-time interface. The user actions are identical to manipulation of object in real world. \$249.00 *Octree Software, Inc.*

### Caligari Broadcast

3-D conceptual design and video animation. Broadcast quality with 16.7 mill. colors. Gouraud, phong, metal and environment shaders, texture mapping, shadows and high quality anti-aliasing. May only be used on systems with bridgeboard and Targa graphics boards. \$3495.00 *Octree Software, Inc.*

### Caligari Pro Animate

3-D conceptual design and video animation full production system with object design, scene composition, real-time script preview and full control of VTR's. Only useable with 68020 & 68030. \$1995.00 *Octree Software, Inc.*

### Caligari Pro Design

3-D conceptual design virtual reality, real time interface. \$795.00 *Octree Software, Inc.*

### CineLink™

CineLink™ can control high-quality digital slide film recorders directly from any Amiga equipped with an A2091 disk controller. Film recorders supported include Lasergraphics, LFR/LFR+, and Presentation Technologies montage at up to 4000 lines of resolution instant film and 35mm Cine backs available. *Active Circuits, Inc.*

### Design 3D

Professional quality modelling package lets you model in wire frames with 6 line types and 16 colors, with dithering to emulate additional colors. 4 views: top, side, front, and perspective; with 4 light sources. Axil extrusion allows for fast modelling of symmetrical objects. Works in Hi-res interlace, or non-interlace. Requires 1 MB and 1 drive. \$99.95 *Gold Disk, Inc.*  
*please see display ad page 17*

### Forms in Flight

3-D drawing and animation package. Many features. \$79.00 *Micro Magic*

### Forms in Flight 2

A 3-D graphics and animation package. \$119.00 *Micro Magic*

### ImageLink 2.0

Image Link is an advanced conversion and imaging system for the Amiga. It will convert image files between a variety of formats including Macintosh, IBM, and numerous.

Additional modules are available for other formats and imaging hardware. \$199.95 *Active Circuits, Inc.*

### Modeler 3D

For use in animation programs. Provides flexible format for building your objects. Polygons used for creating objects may have any number of points. Use tools such as Flip, Merge, Lathe, and Extrude. Also included are Rotate, Translate, Scale, Mirror, Remap and more. \$99.95 *Oxxi/Aegis Development*

### Opticks

The most powerful ray trace program of its type. Supports the Haitex X-Specs 3-D glasses as well as 24 bit-plane output (for the IBM Targa systems and other devices). Surface mapping, picture mapping and an easy-to-use interface. \$99.99 *Incognito Software*

### PageRender 3D

3-D Static image rendering and 3-D animation. Supports stereo vision. Large and flexible object library provides tools to help you build your own object library. Four draw modes, choice of coordinate systems, scrollable display size, automatic geometric restructuring, automatic tracking; automatic script generation tools; generates ANIM files; compatible with PageFlipper Plus F/X. AREXX support. \$159.95 *Mindware International*

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### Sculpt-Animate 4D Jr.

The consumer version of the professional Sculpt-Animate 4D software. Composed for individuals who wish to learn 3-D design and animation skills with minimum effort. You control object rotation, camera movements, timing, and action with an easy-to-use graphical interface. Scenes



created in any SA package are interchangeable. \$150.00 *Byte by Byte*

## TGALink™

Using TGALink™ and ImageLink™, Amiga users can output 24-bit ray-traced graphics to true vision Videographics boards for high-quality, full-color video output. Images may be recorded frame by frame to videotape to produce stunning results. (Requires Amiga Bridgeboard) \$299.95 *Active Circuits, Inc.*

## Turbo Silver 3.0

Turbo Silver 3.0 is a complete Ray Tracing and Solid Model Rendering engine and 3-D editor to be used in the creation of photo realistic images and animations. Simple-to-use interface makes generating animations easy. Complete control of the world and camera are part of the Turbo Silver function set. \$199.95 *Impulse, Inc.*  
*please see display ad page 27*

## Video Effects 3D

TV Network-style 3-D perspective special effects generator for the Amiga. Creates super smooth 3-D effects using 2-D high-res IFF pictures. The user controls each picture's 3-D path, speed, tumbles, turns, spins, and zooms, with an interactive real-time wire frame preview. 3-D extrusion option creates 3-D solid logo from flat text. Super smooth effects playback at 60 fields/sec. \$199.95 *InnoVision Technology*

## Videoscape 3D

Real-time 3-D animation with many options and many applications. Use diffused or specular lighting on any object in multiple colors in any of four screen resolutions, including full overscan. Image may be saved as IFF image then used in Amiga paint programs. Includes library of objects and images. \$199.95 *Oxxi/Aegis Development*

## World 3D

World 3D is an interactive graphic editor for the DBW\_Render RayTracer. It is compatible with DBW\_Render versions 1.0 and 2.x, and runs on any Amiga. It offers speed in designing, editing, & previewing scenes for DBW\_Render, with a very friendly interface. World 3D's features include a point and click interface, the ability to save individual objects, compact code that speeds you along, painless editing with ghosting and much more. \$95.00  
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## ◆ 3-D/CLIP ART & OBJECTS ◆

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*Antic Publishing*

## CYBER Graphics Microbot Design Disk

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## Object Disk #1

A full disk of 3-D objects in Sculpt and Videoscape 3D format. Objects include a space shuttle, a human head and figure, a hot air balloon, office furniture and accessories, and a half font of letters. \$19.95 *SYNDESIS*

## Orbiter/Space Station Data Disk

Allows Sculpt/Animate 3D owners to create their own vision of America's space program. \$69.95 *Byte by Byte*

## Starships 2050

Starships 2050 is a three-disk set of professionally-sculpted 3-D models including starships, moonbases, fighters, satellites, and more. The set also includes a full disk of digitized NASA photographs for use as backgrounds. Designed for use with other modeling and

animation software, this set contains completed 3-D models for creating high quality images and animations. These intricately crafted models are constructed in fine detail with face color and textures for optimal detail and rendering time. With this set one could compose animations of intergalactic exploration using the deep space probes or space colonies, or create interstellar wars using the starships or star fighters. They can be used by the professional as logos or special effects in videos. This set is designed for the weekend animator as well as professional. \$49.95 *Polar Arts Software*

## ◆ 3-D/FONTS ◆

### Fancy 3D Fonts

Available in Sculpt-Animate Version or Turbo-Silver Version. Each version contains a two disk set of 3 proportionally sized fonts called Bold, Ital, and Fran and emulate the font sets traditionally known as Helvetica Bold, Bookman Italic, and Clarendon Medium. Each font set includes upper case, lower case, numbers (except Bold), symbols and many international characters. \$79.95 *Access Technologies, Inc.*

### InterFont (Includes InterChange)

InterFont turns your 3-D modeling program into a video titling system. If you add text to your renderings and animations, InterFont is a valuable part of your Amiga graphics system. Automatically create text objects for 3-D modeling and desktop publishing programs. InterFont includes the InterChange system and modules for Sculpt 3D, VideoScape 3D and Aegis DrawPlus. Version 1.2 now includes 20 different InterFonts and the Professional Draw Converter Module, which makes InterFont text for Gold Disk's Professional Page and Professional Draw. \$119.95 *SYNDESIS*

### Living Logos Fonts

A 3-D font set containing 3 complete 3-D fonts. All fonts are in both Sculpt 4D and Turbo Silver formats. First in a series. \$39.95  
*Joe's First Company*

### Lons Fonts

A collection of InterFont compatible font sets. Can be used with any of the major 3-D rendering packages available for the Amiga. Featuring seven complete fonts with upper/lower case, punctuation, and numerical characters defined. \$29.95 *Micro Momentum, Inc.*

### Master Fonts 3D

Group of fonts selected for their excellent 3-D properties. For use in VideoScape 3D and Sculpt 3D for production of high quality animations. \$29.95 *T.S.R. Hutchinson*

### Tate Fonts I

3-D titling. Three fonts includes Tube, Slots, and Prism. \$69.95 *Byte by Byte*





# GRAPHIC ARTS

## ◆ 3-D/UTILITIES ◆

### 3D Options

Auto tracing, image creation and file conversion package. Allows you to take an IFF bitmapped picture and convert it into an object which can be used in various 3-D programs or CAD packages. File formats supported include: Videoscape 3D, Aegis Draw, Post Script, DXE (AutoCAD...), Professional Page, Modeler 3D, Interchange, MCAD and more. \$49.95  
*Rainbows Edge Productions*

### Aegis Pro/Motion

Professional Motion Editing environment for VideoScape 3D motion files. No more tedious building of x-y-z coordinate tables to control object motions. Aegis Pro/Motion allows fast creation of motion files by clicking on objects on-screen in a dynamic motion editing environment. Keeps track of up to 25 objects plus the camera. You can preview animations for instant feedback and stop at any point. Utilizes special effects such as wind, gravity, and magnetism to duplicate natural movements, to create uncanny real motions. Create and edit motion files in a tenth of the time of normal data entry. Spend time creating instead of waiting. \$99.95  
*Oxxi /Aegis Development*

### DigiWorks 3D

This new product will take digitized images, the latest in Amiga characters and clip art, or two dimensional graphics from painting or image processing programs and convert them into 2-D and 3-D objects to be rendered and animated in powerful 3-D rendering programs. A fast polygon fill algorithm has been implemented along with 2-D to 3-D extrusion options so that objects will be ready to directly load and render in a 3-D rendering program. Specific tools and options include Vertex Level Editing, User Definable Screen Colors, Freehand Drawing, Absolute and Relative Coordinate Measurements, Adjustable Tracing Accuracy, and Output sizing Controls, among others. \$129.95 *Access Technologies, Inc.*

### Forms in Flight Conversion Module

Converts to and from the Forms In Flight 1.0 format. Matches color palettes between objects and scenes. \$19.95 *SYNDESIS*

### InterChange

A proven system for sharing objects between 3-D modeling programs. Includes modules for Sculpt 3D and VideoScape 3D formats. Take advantage of the best of each 3-D program. Use one program for making objects, another for generating images. Expandable into the future through additional modules for other formats and object manipulation tools. \$49.95  
*SYNDESIS*

### Turbo Silver Module Pack

A six-pack of Modules for InterChange and InterFont, including Modules for both Turbo Silver 2.0 and 3.0 formats, and four other

Modules for manipulating objects. The Scale Tool enlarges and shrinks objects, the GridSnap Tool aligns the points of an object to a given grid, and the PointReduce Tool helps you get the best results with smooth objects. The Statistics Converter creates a file of information about an object, including exact point locations, edges and faces. Polygon colors can be shown in raw RGB values, English color names and VideoScape 2.0 color numbers. \$29.95 *SYNDESIS*

## ◆ ANIMATION ◆

### 'Secrets of an Artist'

'Secrets of an Artist' is the work of a professional computer artist, C. William Henderson of Los Gatos, CA. On this disk he reveals many formulas and underlying concepts through 22 examples and 10 pages of text. \$24.95 *Seven Seas Software*

### 3-D Vector Objects/Fonts

Growing collection of 3-D vector objects for Raytracing. Forty different disks in each of 3 formats (T.S., Sculpt, VS) 65 new fonts and all categories of objects or call for catalog. \$12.50 each / \$30.00 for set of 3  
*Dimension-X, Inc./CommoTech*

### Aegis Animator/Images

Three animation techniques combined in a desktop video system. Uses tweening to control the movement of objects during animation. Also supports page flipping, and Metamorphic animation, allowing you to create an object then change its shape. Includes paint system and public domain animation player program. Full-featured paint system with over 4000 colors. Color palette contains 16 adjustable patterns and options. Wide range of tools including freehand drawing, lines, fills, adjustable airbrush, rectangles, polygons, triangles, more. Editing functions, resizing and rotating options, two painting screens with separate palettes, more. All files use IFF standard. \$99.95  
*Oxxi /Aegis Development*

### Amiga Graphics Starter Kit

A bundle of four beginner's graphic products for the budding Amiga graphics enthusiast. Includes Aegis Images, Animator, Draw and ArtPak as well as Arazok's Tomb just for grins. \$99.95 *Oxxi /Aegis Development*

### Animate-3D

Allows you to animate Sculpt-3D programs \$149.95 *Byte by Byte*

### Animation: Apprentice

Includes shading, highlights, scripting playback, record, object editor, texture mapping. \$299.95 *Hash Enterprises*

### Animation: Effects

Flip, scroll, fade titles or any IFF picture. Includes specular and diffuse reflection. Full transformations. \$49.95 *Hash Enterprises*

### Animation: Flipper

Pack a series of IFF pictures so that they animate in real time. Batch entry for cycling. A Pencil-Test program. \$59.95 *Hash Enterprises*

### Animation: Quick2D

Animation: Quick2D elegantly and efficiently creates interesting 2-1/2-D animations. Think of 2-D animations as cardboard cutouts with pins holding them together at the joints. You can define the hierarchy of the cutouts so that is an arm moves, so does the hand. Each cutout can be on a different layer so that a character can pass between objects. Motion is Keyframed and interpolates between frames automatically. Quick2D supports multiple IFF resolutions, including overscan, PAL, and HAM. It saves animations in the popular ANIM opt 5 and Has formats, and has real-time wireframe preview. \$79.95 *Hash Enterprises*

### Animation: Rotoscope

Animation paint program featuring two layers. \$79.95 *Hash Enterprises*

### CANVAS

Canvas is a three disk collection of 13 animation demos and 5 pictures that can be loaded into your favorite paint editor, such as DeluxePaint III. The animators were developed in the traditional style of animation, and can be found nowhere else except in CANVAS. One meg of memory is suggested as most of these animations run at 15 fps and range from 60 to 120 frames long. \$30.00 *SilverFox Software*

### Caligari Broadcast

3-D Conceptual design and video animation. Broadcast quality with 16.7 million colors. Gouraud, phong, metal and environment shaders, texture mapping, shadows and high quality anti-aliasing. May only be used on systems with bridgeboard and Targa board. \$3495.00 *Octree Software, Inc.*

### Caligari Pro Animate

3-D conceptual design and video animation full production system with object design, scene composition, real-time script preview and full control of VTR's. Must be used with 68020 or 68030 board. \$1995.00 *Octree Software, Inc.*

### Castle Construction Set

Specific brushes for Caligari owners/users that can be exported to paint programs for further rendering. Build an infinite number of castles and fortresses. \$89.95 *Eyeful Tower Communications/Eyeful Tower Productions*

### CineLink™

CineLink™ can control high-quality digital slide film recorders directly from any Amiga equipped with an A2091 disk controller. Film recorders supported include Lasergraphics, LFR/LFR+, and Presentation Technologies montage at up to 4000 lines of resolution instant film and 35mm Cine backs available. *Active Circuits, Inc.*



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# GRAPHIC ARTS

## Direct Animation

Direct Animation is a straight forward cell animation system which lets you place animations on backgrounds without having to program in the motions or set up complex data structures. Direct Animation has over 75 powerful commands, a built-in framer, sounds, multiple backgrounds, face up and down, and text. Allows animations of over 25 minutes long, without looping, with only 1 megabyte of memory in Amiga 500, 1000, 2000, 2500.

\$49.95 *Skyles Electric Works*

## Doug's Color Commander

Doug's Color Commander (DCC) is a powerful screen utility that opens the door to shading and swapping colors in ways that have never been possible before, while greatly expanding the graphics capability of your Amiga.

\$29.95 *Seven Seas Software*

## Doug's Math Aquarium 1.01A

Doug's Math Aquarium (DMA) is a fast interactive system that allows you to use your Amiga for 'visualizing' mathematical equations. DMA is used by computer artists, engineers, and mathematicians, all of whom praise its ability to cultivate richer, deeper insights to mathematical equations.

\$89.95 *Seven Seas Software*

## Elan Performer

Put all of your Amiga graphics in one place. Precise automatic sequencing or direct manual display from keyboard or mouse. Bring together imagery from your paint and animation programs into a single presentation. Powerful utilities let you cut animations into individual frames, splice any imagery into an animation, or convert animations between RIFF and ANIM formats. Control frame-by-frame, forward, and reverse playback of animations with mouse movements or arrow keys. Multitask with music and sound software. Supports IFF, HAM, RIFF, ANIM and RGB formats. Works with DeluxePaint, DigiPaint, PhotonPaint, Videoscape 3D, Zoetrope, Turbo Silver, Sculpt and INVISION, minimum 512K of RAM. Handles all Amiga resolutions. Available in PAL or NTSC video formats. \$59.00 *Elan Design*

## Fantavision

Easy-to-use animation for beginners and advanced users. Features object-oriented drawing tools, digitized sound effects, tweening, and transformation. Fantavision can generate 64 intermediate animation images for every frame drawn, resulting in amazing magic motion and special effects. \$59.95 *Broderbund Software Inc.*

## ImageLink 2.0

Image Link is an advanced conversion and imaging system for the Amiga. It will convert image files between a variety of formats including Macintosh, IBM, and numerous. Additional modules are available for other formats and imaging hardware.

\$199.95 *Active Circuits, Inc.*

## LightBox—The DrawingTool for Animators

Allows the animator to draw in the traditional manner with increased productivity. Instant feedback via flip function. Developed by traditional cell animators, LightBox software allows you to create and draw animation, letting your Amiga do the work of sorting and remembering your in betweens while you are free to enjoy the process of drawing. It automatically sorts and displays the previous and following drawings for reference and provides instant feedback via the flip function.

\$189.00 *R & D L Productions*

## Lights, Camera, Action!™

Combines IFF pictures, ANIM-style animation, Aegis Sonix scores and IFF sampled sounds into complete presentation. For businesses, trade shows, educational presentations, product demos, in-store advertising, and more. Supports the Aegis/Sparta ANIM format; allows IFF sampled sounds and instruments and Sonix-style SMUS scores to be included in presentations. Creates scripts in each Amiga resolution; supports overscan, HAM, and scene transitions and special effects. \$79.95 *OXXI, Inc.*

## Mandelbrot Variations

Mandelbrot Variations contains 23 commented formulas for Doug's Math Aquarium, and 19 of them include pictures. Covers most of the profound ways of viewing the Mandelbrot set, including Binary expansion techniques, continuous potential methods, differential angles, differential radius techniques and others.

\$24.95 *Seven Seas Software*

## MovieSetter

Novice animation program lets you create action cartoon sequences with full stereo sound, in minutes. Easy to use interface allows you to rapidly produce complex animation sequences several minutes long with only 1 MB of memory. Use built-in, professionally drawn movie clip files or make your own 32 color images from within the program. Imports IFF graphics, generates sounds, and attaches stereo sounds to characters. Special features include color cycling, 60 frame/sec. playback, and linear and optical guides to help you create special animation effects. Full overscan lets you save features to your home library. Requires 1 MB and only 1 drive. \$99.95 *Gold Disk, Inc.*

*please see display ad page 17*

## PageFlipper

Desktop video/animation will script any IFF images, including HAM and overscan, with a simple interface. \$49.95

*Mindware International*

## PageFlipper Plus F/X, Version 2.0

Full-screen IFF image and special effects program. All resolution levels; all modes. Tutorials help you tailor your animations for maximum speed (in low-res 40-60 frames/sec., hi-res 20-30 frames/sec.). Well-designed

interface, interactive script editor, context sensitive help facility, virtually unlimited full-screen, ANIM support, player program. Loops-within-loops, animations upside-down or left to right, global or frame-by-frame foregrounds. Color cycling, palette changes, more. PageFlipper Plus F/X 2.0 will also come with PageSync, a recently-announced peripheral software utility from Mindware that lets anyone synchronize Amiga graphics with external MIDI devices, such as synthesizers, drum machines or other computers running MIDI sequencing software. \$299.00 *Mindware International*

## Photon Video Cel Animator

Animates and plays back in any sequence. Allows color and sound synchronization. Continuous play option replays screens in continuous loop. Sound synchronization, color. Fully compatible with most art, animation, and rendering software. \$149.95 *Microillusions*

## TGALink™

Using TGALink™ and ImageLink™, Amiga users can output 24-bit ray-traced graphics to true vision videographics boards for high-quality, full color video output. Images may be recorded frame by frame to videotape to produce stunning results. (Requires Amiga Bridgeboard;)

\$299.95 *Active Circuits, Inc.*

## The Animation Studio

The Animation Studio is the first computer package to provide an easy-to-use interface with techniques based on feature film animation. Features include onion skin technology, full paint functions, Disney animation tutorials and a library of Disney character and background art. Price unavailable.

*Walt Disney Computer Software, Inc.*

## The Director

Animation/presentation language compatible with IFF pictures, sounds, and ANIM files. Performs dissolves, wipes, page flipping, more. \$69.95 *The Right Answers Group*

## The Talking Animator

Easy to use page flipper. Lets each frame have its own palette of colors from 4096. Incorporates talking text into any page of graphics to give you the ultimate doodle pad to create stories or cartoons. All documentation on-line, just press the HELP key. Ghosting feature lets you see images from previous pages for graphics placement and smooth animation. The output works well with genlocks. Runs with 512K, but 1 meg recommended. Shipped with data disk full of animations and details for submitting your creations to the Talking Animator.

\$49.95 *JMH Software*

## X-Kit V1.2

Two disk set of handy and unusual graphic & 3-D utilities of all types-object editors, wire frame, modulars, ANIM utilities etc. \$34.95

*Dimension-X, Inc./CommoTech*





## Zootrope

System for your Amiga with the functionality and features found only on high-end graphic systems. Create 2-D animated fantasies, animate 3-D images. Contains all the standard paint tools: brush, box, rubber, line fill, etc. Works with Live!, Aegis Animator, Videoscape 3D, and Aegis Titler IFF Images. \$139.95 *Antic Publishing*

## ◆ ANIMATION & UTILITIES ◆

### AMIGA-SF

3-D rendered ANIM brushes of Science Fiction subject. This first release centers upon animated space-ships. All are in hi-res, ready to be used in animated movies. \$69.95 *EyeFull Tower Communications/Earful Tower Productions*

### Ani Motions

A collection of animation scripts that allow you to realistically simulate various human motions. Included are mannequins of various complexities, which are intended for use with the scripts and sculpt 4-D. \$49.95-U.S., \$54.95-CANADA *Sama Software Inc.*

### Animagic

Animagic lets you perform amazing special effects with both IFF picture files and ANIM-style animations. Create spectacular DVE effects with your favorite pictures or ANIM's from VideoScape 3D, VideoTitler, or Deluxe Paint. You can even design your own unique effects. Using the powerful ANIM editor, the resulting ANIM files can then be edited, enhanced or spliced together for longer movies. Includes sample animations and pictures and a special math coprocessor version of the program for Amigas equipped with 68020 and 68881 processors. \$139.95 *Oxxi/Aegis Development*

### Animated Fonts

A two disk set of animated brushes. Dissolvefont comes in two sizes, Pourfont pours letters on screen, 3-D font rotates full 360 degrees, and Comicfont-really wild! Includes all uppercase letters, numbers, and some punctuation. Over 270 animated brushes. \$39.95 *Anivision*

### Animation Station

Storyboard animation editor for editing and manipulating standard, Op-Code 5 Amiga animations. Thousands of special effects. Combine multiple animations into one, or place one animation on top, behind, at the beginning or end of another. \$99.95 *Progressive Peripherals & Software*

### Animation: Editor

Animation resolution and format conversion, plus editing. \$59.95 *Hash Enterprises*

### Animation: Libraries

Library of objects for use with Animation: Apprentice. Including Dragons, Knights, people, Christmas and Dinosaurs. \$24.95 *Hash Enterprises*

### Animation: Multiplane

Multilayering and special effects for animations. \$89.95 *Hash Enterprises*

### Animation: Soundtrack

Soundtrack synchronization and editing for ANIM compatible animations. \$119.95 *Hash Enterprises*

### Animation: Stand

Performs functions similar to a real camera animation stand. Includes distortion and zooming. A must for the serious animator. \$49.95 *Hash Enterprises*

### Digimate 3

This animation facility allows one to open, append to, and play ANIM format animations interactively. Since these animations can be stored and played from RAM, hard drive, or even floppy, the animation size is limited only by the storage capacity of one's hard drive. Digimate 3 also includes powerful ANIM processing capability, allowing the videographer to convert entire animations with the click of the mouse. Digimate 3 opens up an entirely new world of creativity to graphics users seeking to take advantage of the photorealistic qualities of HAM imagery. \$39.95 *Mindware International*

### Fractal Movies 1, 2, and 3



Multi-frame fractal animations made with HAMandel and AutoMag (FractalPro) in 256 color HAM graphics mode. Animation clip art for use with ANIM generator and editing programs. Includes self-running display program. \$10.00 each or all 3 for \$25.00 (\$2.00 shipping) *MegageM*  
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### FractalPro

Two disk set includes AutoMag 3.0 to generate beautiful, smooth animation sequences of the Mandelbrot Set, Julia Sets, and related cube sets in 256 colors using Amiga's HAM graphics mode. Provides six directions of panning and zooming motion. Also includes HAMandel 3.0 for still picture exploration of the same fractals in 256 color HAM graphics. Zoom in up to 10 trillion magnification, 68020 support. Compatible with other HAM graphics programs. \$89.95 (\$2.00 shipping) *MegageM*  
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### KARA FONTS-AnimFonts 1™

ChromeSCRIPT is an 8 color, Formal script in caps & lower case and comes in both a Keyboarded and an AnimFont. Each letter appears to be handwritten across the screen.

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Load and Save Images to Disk in Standard IFF Format  
Includes HAMandel3.0, AutoMag3.0, and Animation Tools  
FAST Assembly Language with Built-In Support for 68020/030

**Works With Any Amiga**  
**No Special Math Knowledge Required**  
**Anyone Can Create Beautiful Fractal Art With**  
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# GRAPHIC ARTS

Additional palettes included along with utility programs to use ColorFonts. \$49.95  
*Kara Computer Graphics*

## KARA FONTS-AnimFonts 2™

Bullion is a dimensional, beveled, highlighted uppercase Gothic 8 colorfont and comes in both a Keyboarded and AnimFont. The AnimFont rotates onto the screen 90 degrees on the 4 axis to the left while a glint of light travels across the face. Also includes additional palettes and utility programs to use ColorFonts. \$49.95  
*Kara Computer Graphics*

## Mars I

A source code tool kit that allows programmers to create custom real-time animated graphics that derive their energy for change from audio-if the MindLight 7 audio processor is used-or from mouse movements. Source code is provided that reads the sound data produced by the MindLight and the data supplied by the mouse. Example graphic routines are provided to get started. \$37.00 *Visual Aural Animation*

## Media Line

All backgrounds are made with standard VideoScape 32-color palette. Works well with other animation packages. The 30 backgrounds are situated in four drawers, Scenic, Textbacks, Structures and High Tech. Backgrounds are in interlaced lo-res to get maximum resolution and in overscan to eliminate borders when transferring to videotape or film. \$39.95 *Free Spirit Software, Inc.*

## MovieClips

Additional backgrounds, animations sequences, and sounds for MovieSetter. Can be used with any IFF program. \$34.95 *Gold Disk, Inc.*  
*please see display ad page 17*

## PageSync Module for PageFlipper Plus F/X V. 2.0

Allows external MIDI devices to drive animations in PageFlipper Plus F/X, and allows animations to drive MIDI devices. Also allows sound synchronization with AMIGA sound. \$99.95 *Mindware International*

## Toolkit for The Director

This disk is packed with features and enhancements to expand the capability of The Director. New wipe routines, a palette selector, a pie chart generator and more. The new and enhanced BLIT Utility has a powerful interface to help create Wipe, Dissolve, and BLIT operations. It also automates the process of moving an object over a background, generating a complete working script. \$39.95 *The Right Answers Group*

## WHOOSH!

ANIMbrushes created with Mindware's PageRender 3D for DPaint III animations. This first series is called Plato's Revenge. \$24.95 *EyefulTower Communications/Earful Tower Productions*

## ♦ ARTWORKS ♦

### 'Secrets of an Artist'

'Secrets of an Artist' is the work of a professional computer artist, C. William Henderson of Los Gatos, CA. On this disk he reveals many formulas and underlying concepts through 22 examples and 10 pages of text. \$24.95 *Seven Seas Software*

### CANVAS

CANVAS is a three disk collection of 13 animation demos and 5 pictures that can be loaded into your favorite animation editor, such as DeluxePaint III. The animators were developed in the traditional style of animation, and can be found nowhere else except in CANVAS. One meg of memory is suggested as most of these animations run at 15 fps and range from 60 to 120 frames long. \$30.00 *SilverFox Software*

### CineLink™

CineLink™ can control high-quality digital slide film recorders directly from any Amiga equipped with an A2091 disk controller. Film recorders supported include Lasergraphics, LFR/LFR+, and Presentation Technologies montage at up to 4000 lines of resolution instant film and 35mm Cine backs available. *Active Circuits, Inc.*

### Digital Art Gallery - Erotic Art: Funtime

Volume 1 of original art by Michael E. Brown, exhibitor in national competitions and published artist. Erotic art beyond the ordinary. Six images per volume, and presentation program included. You must be 18 years or older to order. *Imaging That!*

### Digital Art Gallery - Erotic Art: Mind Puzzles

Volume III of original art by Michael E. Brown, exhibitor in national competitions and published artist. Erotic art beyond the ordinary. Six images per volume, and presentation program included. You must be 18 years or older to order. *Imaging That!*

### Digital Art Gallery - Erotic Art: Tessellation

Volume 1 of original art by Michael E. Brown, exhibitor in national competitions and published artist. Erotic art beyond the ordinary. Six images per volume, and presentation program included. You must be 18 years or older to order. *Imaging That!*

### Doug's Color Commander

Doug's Color Commander (DCC) is a powerful screen utility that opens the door to shading and swapping colors in ways that have never been possible before, while greatly expanding the graphics capability of your Amiga. \$29.95 *Seven Seas Software*

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cultivate richer, deeper insights to mathematical equations. \$89.95 *Seven Seas Software*

### FracPac 1

Collection of fractal, chaos, and related demo and application programs collected from a variety of public domain sources and gathered for those interested in fractals and chaos experimentation and graphic art. \$10.00 *MegageM*  
*please see display ad page 29*

### Galleria Volume 1: Sci-Fi

Paintings of original works in HAM/Overscan. Recently shown at a major Northeastern gallery exhibition. Volume one features Sci-Fi. 6 paintings per volume. (\$40.00 for 3 volume set). \$15.00 *EyefulTower Communications/Earful Tower Productions*

### Galleria Volume 2: Transformations

Paintings of original works in HAM/Overscan. Recently shown at a major Northeastern gallery exhibition. Volume two features transformations. 6 paintings per volume. (\$40.00 for 3 volume set) \$15.00 *EyefulTower Communications/Earful Tower Productions*

### Galleria Volume 3: Otherness

Paintings of original works in HAM/Overscan. Recently shown at a major Northeastern gallery exhibition. Volumes three features Otherness. 6 paintings per volume. (\$40.00 for 3 volume set) \$15.00 *EyefulTower Communications/Earful Tower Productions*

### HAMandel Amiga Photo Art

Photographic reproductions of the best HAMandel fractal art images on 8 x 10 super-gloss paper. Available also in sets of twelve 3 x 5 pictures (2 different sets available). Contact MegageM for details on ordering. Large prints available framed, as well. Contact company for details *MegageM*  
*please see display ad page 29*

### HAMandel Show 1 & 2

Automatic slideshow disks with the best images from HAMandel: Mandelbrot Sets, Julia Sets and ray-traced texture mapped fractal art in 256 color HAM graphics mode. Great backgrounds or clip art for HAM paint programs. \$10.00 each *MegageM*  
*please see display ad page 29*

### ImageLink 2.0

Image Link is an advanced conversion and imaging system for the Amiga. It will convert image files between a variety of formats including Macintosh, IBM, and numerous. Additional modules are available for other formats and imaging hardware. \$199.95 *Active Circuits, Inc.*

### Mandelbrot Variations

Mandelbrot Variations contains 23 commented formulas for Doug's Math Aquarium, and 19 of



them include pictures. Covers most of the profound ways of viewing the Mandelbrot set, including Binary expansion techniques, continuous potential methods, differential angles, differential radius techniques and others. \$24.95 *Seven Seas Software*

## PIXOUND™

PIXOUND™ is a radical new concept in musical software, transforming visual art into music. Unlike other programs which provide the computer equivalent of a light show, PIXOUND allows you to use the musical fingerprint of any image to create, play, and record complex new music. The novice musician or computer user can move from Bach to Rock by simply moving the mouse. The virtuoso too will thrill at the PIXOUND adventure of playing a new and unique instrument with every new screen. \$99.00 *Hologramophone Research*

## Spheres 1

Clip art of 3-D lighted, shaded spheres texture-wrapped with HAMandel 256 color HAM fractal images. Includes complete animated rotating fractal sphere and still images for use with HAM paint programs. \$10.00 *MegageM*  
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## Ultra Clips™ Business Bundle

Ultra Clips™ Business Bundle contains both Vol. II and III of the Ultra Clips™ series. The bundle contains over seventy top quality Encapsulated PostScript images. \$69.95 *Corwyn International*

## Ultra Clips™ Dingbats Bundle

Ultra Clips™ Dingbats Bundle contains Volumes IV, V, and VI. The Dingbats Bundle has more than 150 images ready for publication. \$89.95 *Corwyn International*

## Ultra Clips™ Portfolio Bundle

Ultra Clips™ Portfolio Bundle contains Volumes XI, XII, XIII, and XIV of the Ultra Clips™ series. The bundle contains over a hundred quality images. \$99.95 *Corwyn International*

## Ultra Clips™ Super Bundle

Ultra Clips™ Super Bundle contains all 16 volumes of the Ultra Clips™ series. The bundle has more than 600 images ready for use. \$499.95 *Corwyn International*

## Ultra Clips™

Ultra Clips™ is a series of professional clip art for desktop publishing. Since all are Encapsulated PostScript Files, there are no 'jaggies' when printed. Series includes:

### Vol. I: Animals

Contains many commonly referred to animals in EPSE format.

### Vol. II: Business A-M

Contains business symbols and objects that start with letters A-M.

### Vol. III: Business N-Z

Contains business symbols and objects that start with letters N-Z.

### Vol. IV: Dingbats A-C

Contains a multitude of symbols for use in newsletters, flyers, etc.

### Vol. V: Dingbats D-M

Contains a multitude of symbols for use in newsletters, flyers, etc.

### Vol. VI: Dingbats N-Z

Contains a multitude of symbols for use in newsletters, flyers, etc.

### Vol. VII: Banners & People

Especially suited for creating awards, banners, or flyers for young children. Use the image of George Washington for President's Day, or the award plaque image for that special prize.

### Vol. VIII: Holidays

Contains a clip art image for any holiday newsletter or event.

### Vol. IX: Humor

Contains a large number of images meant to add a little life to a document.

### Vol. X: Maps

Contains all of the states accurately rendered. The volume also contains a map of all the continents, a world globe, and a map of the United States.

### Vol. XI: Portfolio A-E

Contains a variety of symbols. The images are as varied as an African Mask and an engineering symbol. Also included is a microscope, abacus, and dietary foods.

### Vol. XII: Portfolio F-M

Contains a variety of symbols. The images are as varied as a farm house, and a life preserver. Also included is a flower, juke box, and a first aid box.

### Vol. XIII: Portfolio N-R

Contains a variety of symbols. The images are as varied as a New York Skyline to a pair of reading glasses.

### Vol. XIV: Portfolio S-Z

Contains a variety of symbols. The images are as varied as a school house and tuxedo. Other images are a telephone, spider web, and tea cups.

### Vol. XV Sports

Contains an image of just about every popular sport. Fencing, archery, football, and basketball just to name a few.

### Vol. XVI: Transportation

Contains a multitude of images dealing with

all modes of transportation. We have an image for any need whether it be boat, train, plane, or car.

Each UltraClips volume is \$49.95 each, except Vol. X: Maps, which lists for \$69.95. *Corwyn International*

## Vermont Seasons (Summer)

First three disks in an eventual 12 disk set. Each set contains 12 LO-HAM Vermont scenes in full overscan. Each of the four 3-disk sets focuses upon one of the four seasons in Vermont. \$39.00 *EyeFul Tower Communications/Earful Tower Productions*

## WolfPak 1

Collection of math and graphic demos by Daniel Wolf including PolyFrac, cellular automata programs, Hilbert Curve, Dragon Curve, and more. \$10.00 (\$2.00 shipping) *MegageM*  
please see display ad page 29

## X-Kit V1.2

Two disk set of handy and unusual graphic & 3-D utilities of all types - object editors, wire frame, modelers, ANIM utilities etc. \$34.95 *Dimension-X, Inc./CommoTech*

## ♦ CAD ♦

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'Secrets of an Artist' is the work of a professional computer artist, C. William Henderson of Los Gatos, CA. On this disk he reveals many formulas and underlying concepts through 22 examples and 10 pages of text. \$24.95 *Seven Seas Software*

### Aegis Draw

Introductory drawing system. Create structured drawings, up to 256 layers of information. Pull-down menus, prompts, multiple menu support allows you to work on different parts of one drawing or different drawings simultaneously. Also works with digitizer. \$79.95 *Oxxi/Aegis Development*

### Caligari Pro Design

3-D conceptual design virtual reality, real time interface. \$795.00 *Otree Software, Inc.*

### CineLink™

CineLink™ can control high-quality digital slide film recorders directory from any Amiga equipped with an A2091 disk controller. Film recorders supported include lasergraphics, LFR/LFR+, and presentation technologies montage at up to 4000 lines of resolution instant film and 35mm Cine backs available. Price unavailable. *Active Circuits, Inc.*

### ConvertAplot—Member of Volume 1 of the Engineer's Toolbox.

Printing/Plotting utility which compliments the Aplot library and Engineer's Toolbox applications. Additionally, can be used stand



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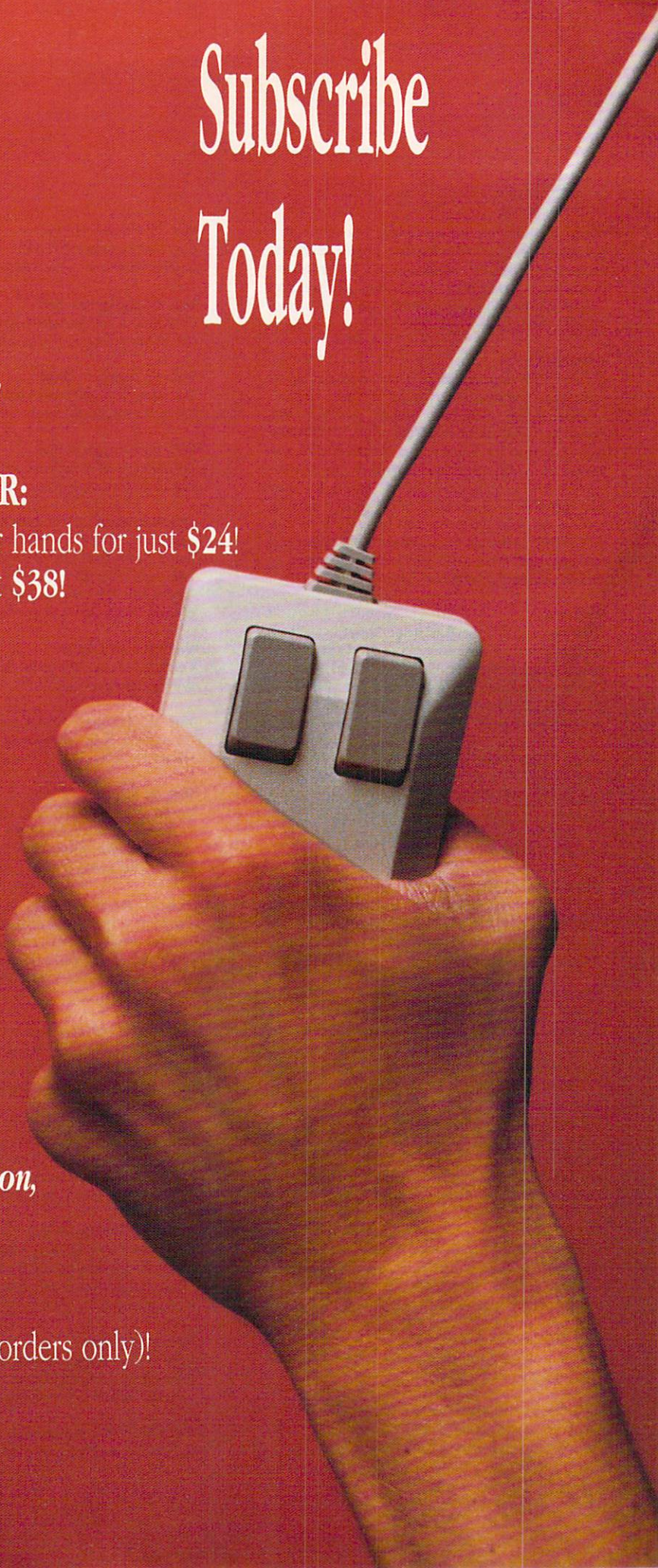
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# GRAPHIC ARTS

alone for printing/plotting capabilities with Aegis Draw and Professional Page, Etc. Support HP-GL, Postscript, PCL, etc. \$34.95  
*Advanced Creations Incorporated*

## Doug's Math Aquarium 1.01A

Doug's Math Aquarium (DMA) is a fast interactive system that allows you to use your Amiga for 'visualizing' mathematical equations. DMA is used by computer artists, engineers, and mathematicians, all of whom praise its ability to cultivate richer, deeper insights to mathematical equations. \$89.95 *Seven Seas Software*

## Draw 2000

A powerful two-dimensional CAD system. Create structured drawings, up to 256 layers of information. Unlimited zoom levels, auto-dimensioning, and the ability to edit any line at any time are just a few of the features that make this program the solution to most CAD application needs. \$279.95  
*Oxxi/Aegis Development*

## DynaCADD

DynaCADD is a 2-D True 3-D computer aided design and drafting software solution that will turn your computer into a sophisticated and powerful CADD workstation. With electrical, mechanical architectural, or civil applications, DynaCADD provides a total design and drafting solution. DynaCADD revises, designs and details drawing in 2-D and true 3-D, reads and writes the industry's standard file formats. DynaCADD offers an alternative solution to expensive, difficult to use CADD systems and brings mainframe CADD capabilities to the CADD Professional at a fraction of the cost. DynaCADD combines an extensive collection of features, uncommonly fast display speed and seamless performance. DynaCADD's attention to ease of use drastically reduces the learning period normally associated with CADD packages. \$995.00 *Ditek International*

## Dynamic CAD 2.3

Easy to learn, easy to use, flexible drafting system with many features. Produce mechanical and architectural drafting, part charts, piping diagrams, electrical diagrams and electronic schematics with associated net lists. Also printed circuit boards integrated circuit designs. Auto-dimensioning, editing functions, group functions, and more. \$499.95 *Microillusions*

## Enhanced Sharp JX-730 Printer Driver with palettes

The Amiga printer driver is for use with the Sharp JX-730 color Ink-Jet Printer. The printed output can be varied from light to dark using the density control in Preferences. Density 1 produces the darkest printout. This driver is internally color corrected and no longer requires using color correction Preferences. Colors are processed so that printed colors are better matched to screen colors (i.e. blue on screen prints as blue on paper, not as purple).  
*GlassCanvas Productions, Inc.*

## Enhanced Xerox 4020 Printer Driver with Palettes or pictures

The Amiga printer driver is for use with the Xerox 4020 Color Ink-jet Printer. The printed output can be varied from light to dark using density control in Preferences. Density 1 produces the lightest printout, while density 7 produces the darkest printout. This driver is internally color corrected and no longer requires using color corrections preferences. Colors are processed so that printed colors are better matched to screen colors (i.e. blue on screen prints as blue on paper, not as purple). *GlassCanvas Productions, Inc.*

## FLO, Floor Plan Construction Set

An aide to floor plan design. Industrial standard libraries of home and office furnishings. Create and arrange rooms and areas, and print in several scales. \$49.95 *Gramma Software*

## GenAplot-Member of Volume 1 of the Engineer's toolbox.

High level plotting tools for creating scientific, engineering, and business charts and graphs from user data. Pull down menu/requester interface. Wide variety of file formats, 16 colors in high resolution, multiple output devices and standard graph formats. \$79.95  
*Advanced Creations Incorporated*

## HomeBuilders\_CAD

3-D Design and Estimating System for the home and small commercial construction. Users of this product include contractors, home owners, movie set designers, medical office designers, pig farm designers, real estate brokers, architects and cabinet makers. Features include PAN, ZOOM, ROTATE, ADD TEXT, COPY, creates multi story buildings, 20 acre drawing area, calculates material, labor and overhead cost estimates. \$199.00 *EaseWare*

## ImageLink 2.0

Image Link is an advanced conversion and imaging system for the Amiga. It will convert image files between a variety of formats including Macintosh, IBM, and numerous. Additional modules are available for other formats and imaging hardware. \$199.95 *Active Circuits, Inc.*

## IntroCAD

User-friendly, object oriented CAD program. Delivers laser-like output on dot matrix printers. \$79.95 *Progressive Peripherals & Software*

## IntroCAD Plus

Like IntroCAD, but more powerful. Adds layers, hatching, AREXX support and more drawing tools. Also has user-definable keyboard equivalents. \$149.95  
*Progressive Peripherals & Software*

## LogicWorks

Digital logic simulator. \$99.95  
*Capilano Computer Systems*

## LogicWorks 2.0

Combined schematic diagram and digital simulator. \$299.95 *Capilano Computer Systems*

## Mandelbrot Variations

Mandelbrot Variations contains 23 commented formulas for Doug's Math Aquarium, and 19 of them include pictures. Covers most of the profound ways of viewing the Mandelbrot set, including Binary expansion technique, continuous potential methods, differential angles, differential radius techniques and others. \$24.95 *Seven Seas Software*

## PRO-BOARD

PCB (Printed Circuit Board) layout package. Many features. \$475.00 *Prolific, Inc.*

## PRO-NET

Schematic capture package. Many features. \$475.00 *Prolific, Inc.*

## TGALink™

Using TGALink™ and ImageLink™, Amiga users can output 24-bit ray-traced graphics to truevision Videographics boards for high-quality, full color video output. Images may be recorded frame by frame to video tape to produce stunning results. (Requires Amiga Bridgeboard.) \$299.95 *Active Circuits, Inc.*

## The Engineer's Toolbox-Volume 1, Graphic Tools

Volume 1, Graphing tool of the Engineer's Toolbox is a bundled software package composed of the The Aplot Library, ConvertAplot, and GenAplot. See other Engineer's Toolbox's. \$99.95  
*Advanced Creations Incorporated*

## UltraDesign

Professional CAD system: Auto-Dimensioning, endless layers, full library support, user definable keyboard commands and menus. Paste-up module for plotting and scaling single or multiple drawings for output over one or several pages. Easy to use! \$399.95  
*Progressive Peripherals & Software*

## X-CAD Designer by CADVISION

X-CAD Designer is a full-featured, professional, two-dimensional design and drafting tool. Easy to use and learn, pull down menus and a comprehensive tutorial to guide the novice through the early stages of learning, while advanced users may configure the system to suit their own needs. \$149.95  
*American Software Distributors*

## XCAD

Two-D design and drafting tool, optional user configuration and optional on-line manual. May be driven entirely by the mouse and screen menus. Automatic menus and full on line manuals. User-definable symbol libraries, auto-dimensioning, sophisticated text features, selectable real-world units. \$599.95  
*Haitec Resources*



## ◆ CAD/PARTS ◆

### 3D Elevation Library CAD/CAM

The Library contains assorted 3-D Elevation drawings and parts that are keyed to work in conjunction with other volumes in the Madrigal Architectural Library system. \$89.95  
*Madrigal Residential Designs*

### CAD Parts

Listing of over 150 electronic parts used for designing circuits. Can be used with IntroCAD and Aegis Draw. \$24.95 *East/West Software*

### Elevation Library

The Library contains assorted elevation Drawings and Parts, and may be used either separately or in conjunction with other volumes in the Madrigal Architectural Library system. \$89.95 *Madrigal Residential Designs*

### Elevation Library

IFF Clip Art. The Library contains assorted elevation screens and brushes, and may be used either separately or in conjunction with other volumes in the Madrigal Architectural Library system. \$59.95 *Madrigal Residential Designs*

### Floor Plan Library

A set of floor plan parts and bath, kitchen, room modules saved as IFF screens for use with paint, desktop publishing and presentation programs. \$59.95 *Madrigal Residential Designs*

### Floor Plan Library CAD/CAM

This library is a 2 disk set consisting of over 220 room parts and 32 bath & kitchen room modules for use with Aegis 2D CAD program, Aegis Modeler 3D, and Gold Disk Pro Page programs. \$89.95 *Madrigal Residential Designs*

### Framing & Foundation Library

A set of 45 drawings showing different foundation and framing conditions for wood construction. This 2 disk set also contains over 120 parts for use in the creation and modification of construction details, for use with Aegis 2D CAD format programs as well as Aegis 3D and Gold Disk Pro Page programs. \$89.95  
*Madrigal Residential Designs*

### Interior Design CAD/CAM

A set of furniture parts for use with Aegis 2D CAD format programs. Contains over 275 different furniture pieces for use in interior design, concept development and presentations. Designed to be used with or without the Floor Plan Library. \$89.95  
*Madrigal Residential Designs*

## ◆ CAD/UTILITIES ◆

### Gerber Driver

Complements the PCLO circuit board CAD program from SoftCircuits Inc. by converting the DMP plot files produced by PCLO into Gerber

Scientific data files used by laser photoplotters. Plots generated by laser tend to make better production-quality circuit boards than those produced using standard pen plotters. Includes a program named View which allows either DMP or Gerber files to be magnified and inspected before the final plot is actually generated. \$199.00 *Visual Aural Animation*

### HomeBuilders\_Choice

Custom Part Library and Building Parameter Editor for HomeBuilders\_CAD. Users include HomeBuilders\_CAD owners who want to create parts not available in HomeBuilders\_CAD, and HomeBuilders\_CHOICE. Also edits HomeBuilders\_CAD building parameters such as wall stud centers and joist sizes. \$81.00 *EaseWare*

### HomeBuilders\_Print

Produces blue print quality printouts from HomeBuilders\_CAD drawings using high density dot matrix printers, lasers or HPGL compatible plotters. Will generate IFF and Aegis Draw Plus files. Also produces solid and cut away views. \$117.00 *EaseWare*

### PlotPrint

Transforms vector-oriented pen-plot data files created by CAD/scientific/spreadsheet programs into high-resolution bitmaps that allow any graphics printer to be used instead of an expensive pen plotter. Features include full HPGL interpreter that translates all HPGL commands. Compatible with all printers; works in all resolutions; any size printout; handles any drive configuration; Intuition; 50-page manual; interactive or batch modes. Prints B size drawings (11 x 17) directly with wide printer or in two panels with narrow printer. \$50.00 *Hi Tech Graphics*

### PlotPrint Version 2

68020/68881 version of PlotPrint  
\$100.00 *Hi Tech Graphics*

### SpeakerSim V1.1

CAD package for designing and optimizing loudspeaker systems. Design new systems or optimize existing ones. Analyzes speakers and enclosures via the Thiele-Small Vented model. Features a variety of graphing modes, user-updatable, driver data files. Full color control, 640 x 200 or 640 x 400 screen resolution. Prints to any Workbench-supported screen, saves in IFF format, and more. Requires 512K. \$112.00 *dissidents*

### The ACAD Translator

The ACAD Translator provides the Amiga user with a much needed link with the professional CAD market. Produce stunning color image renderings and animations. Also use Amiga translation programs to convert this data into formats for use in Videoscape, Turbo Silver, or other 3-D rendering programs. The ACAD Translator is fully multitasking and is executable from Workbench or CLI and will convert all

AutoCAD and compatible Rev.9 files and many Rev.10 files as well. \$179.95  
*Access Technologies, Inc.*

### XShell

X-Shell is not a program, but, as its name implies, a shell, which consists of two disks and the Manual. One purpose of a software shell is to surround a target program and replace its user interface with another, more easily used, presentation. The target program of X-Shell is X-CAD. X-Shell shuts off X-CAD's three main on screen menus and uses its own four on screen menus. X-Shell's user friendly menus access virtually all of X-CAD's features. Xshell also contains all the startup sequence, Workbench, and AmigaDOS files necessary for booting and operating the Amiga. \$199.00  
*GRAFX Computing*

## ◆ PAINT ◆

### Amiga Graphics Starter Kit

A bundle of four beginner graphic products for the budding Amiga graphics enthusiast. Includes Aegis Images, Animator, Draw and ArtPak as well as Arazok's Tomb just for grins. \$99.95 *Oxxi / Aegis Development*

### ChromaPaint

Supports half bright modes NTSC, PAL and any number of fonts. Use as many screens as memory allows. Features include: zoom, brush, color cycling, printing, clip board and animation generation features. \$49.95  
*Designing Minds, Inc.*

### DeluxePaint II

Paint program with over 90 features, including stencil, fill, 2-D and 3-D perspective, anti-

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# GRAPHIC ARTS

aliasing, 32 color palette, shadows.  
\$69.95 *Electronic Arts*

## DeluxePaint III with Animation

First in a new class of software that integrates paint with animation. Program actually paints animation by allowing users to AniPaint™ a series of screens the way they would paint a single screen. Also allows user to paint and create with multi-frame Animated Brushes to create animations like birds in flight. Integrates animation with its perspective capability in a feature called Move, which allows user to define a brush, the distance for it to travel, a rotation, and the number of frames for it to move across. Other features include extra-halfbrite support, wrap mode, tint mode, direct overscan and much more. \$149.00 *Electronic Arts*

## DeluxePhotoLab

A new paint and print program that combines three powerful graphics tools in one package. Integrates the features of a paint program, color processor and poster maker, providing serious artists with colors, larger canvases, greater graphic flexibility and palette manipulation utilities. A companion to DeluxePaint II, it gives users the power to create and manipulate photographic-quality images with 8 different levels of resolution, using any of the Amiga's graphics modes-including the 4,096-color HAM mode. Alter the images with 18 different painting modes such as Average, Blend, Add, and Subtract which provide subtle mixing of colors and images. \$149.95 *Electronic Arts*

## Diamond

Paint program supports all color modes. All modes support picture sizes up to 1024 x 1024 pixels, including overscan in all modes. Supports IFF brush and picture formats as well as RGBN support for Silver. Includes full complement of brushes and effects. \$79.95 *Impulse, Inc.*  
*please see display ad page 27*

## Digi-Paint

Fully utilizes the Amiga's graphic capabilities. Special features include shading, tinting, blending, complete drawing tools. Closest thing to paint and brush on the market.  
\$59.95 *NewTek*

## Digi-Paint 3

So much more powerful than Digi-Paint, we skipped a number. New features include full Amiga font support with anti-aliasing of text, an extended set of drawing tools with resizeable built-in brushes, and user-controllable 3-D texture mapping. New display features include support for autoscrolling bitmaps up to 1024 by 1000 pixels, user definable overscan, and changing screen resolutions on the fly. Digi-Paint 3 has been written in 100% assembly code for the fastest time of any HAM paint program and also features a complete set of keyboard shortcuts for experienced users. Digi-Paint 3 now includes image-processing software available only to Digi-View owners, including the ability to

transfer images between resolution modes and display up to 768 x 480 using NewTek's exclusive dithering algorithms for the highest color and picture resolution. \$99.95 *NewTek*

## Express Paint 3.0

Full-function paint program. Virtual pages, unlimited undo's, and 3-D perspective; rotating, distorting, stretching, and mirroring. Excels in text handling and printing; is the only paint program that provides text fill into and around irregular shaped objects. Control font styles, sizes, justification, margins and line spacing to and from text. Supports PostScript, colored banners, and poster-sized output. Color cycling, 3-D anti-aliasing tools, gradient fills, more.  
\$139.95 *OXXI, Inc.*

## Graphicraft

This powerful yet easy-to-use graphics and design program lets you create anything your imagination can think of. Choose any 32 colors from Amiga's total of 4096 colors.  
\$49.95 *Commodore Business Machines*

## HAMandel Version 3.0

Fractal art and exploration program using 256 color HAM graphics mode for the most beautiful Amiga Mandelbrot Sets, Julia Sets, and related cube fractal sets. Very convenient user interface control of colors, zooming, un-zoom, load/save (IFF STANDARD), color cycling. Built-in 68020 support. Zoom in up to 10 trillion magnification. Fast, efficient all Assembly language. Upgradeable to FractalPro. \$49.95 *MegageM*  
*please see display ad page 29*

## Icon Magic

Paint program especially designed for the original creation and editing of existing icons, mouse pointers, and brushes. Has most mouse pointers, and brushes, palettes, and images back and forth between Icon Magic and Spritz or Express Paint. Supports up to 16 color icons in interlaced and non-interlaced resolutions. Icons can be any type supported by the Amiga 512K required with 500, 1000 and 2500 models. \$59.95 *Oxxi, Inc.*

## IconPaint

Includes icons up to 320 x 100 pixels, 10 Draw commands, 16 color Workbench icons, second Workbench screen. Accepts images created in many paint packages (IFF compatible).  
\$39.95  
*M.A.S.T. Memory and Storage Technology, Inc.*

## ImageLink 2.0

Image Link is an advanced conversion and imaging system for the Amiga. It will convert image files between a variety of formats including Macintosh, IBM, and numerous. Additional modules are available for other formats and imaging hardware.  
\$199.95 *Active Circuits, Inc.*

## Living Color PaintBox

This is the next generation paint system for the

Amiga. PaintBox is a virtual color resolution paint system included with all of our paintbox products. A version of Living Color Paint Box is also available for the Amiga in all of its resolutions and drawing modes including HAM. Available Soon Included in price of Living Color Frame Buffer-not available separately (see Hardware:Video/Frame Buffers) Price unavailable. *Digital Creations*

## Photon Paint

HAM paint program with many features. Convert IFF files to HAM format. Extensive brush manipulation functions: tilt, rotate, resize, mapping, and luminance. Also, blending, adding and subtracting colors, full control of dithering. Supports PAL, overscan, and NTSC.  
\$99.95 *Microillusions*

## Photon Paint 2.0

New features include multiple swap pages that can be run by special animation function, alternative drawing sources: rub through, Pantograph, and brush-patterns; ColorFont support; Cycle Draw. New drawing modes include: and, Or, Xor, Add, Subtract, Maximum, Minimum, Use H, and Use H&S. New tools include air brush with definable spray area, fill polygon tool, and polygonal brush cutter.  
\$149.00 *Microillusions*

## Spritz

Entry level paint program that boots up in less than 5 seconds. Features include multiple active brushes, load an entire cut drawer at once, unlimited undos, works in all resolutions, grab any screen from within the program, supports Smart-Link interprogram communications system and works with Express Paint and Icon Magic. Supports up to 64 colors and page size only limited by Chip RAM. Comes with entire Award making kit to be used with the programs unique Power Borders feature which lets you make any cut or brush into a dazzling border or frame automatically. Borders can be larger than the screen. \$79.95 *OXXI, Inc.*

## TGALink™

Using TGALink™ and ImageLink™, Amiga users can output 24-bit ray-traced graphics to true vision videographics boards for high-quality, full-color video output. Images may be recorded frame by frame to videotape to produce stunning results. (Requires Amiga Bridgeboard)  
\$299.95 *Active Circuits, Inc.*

## The Graphics Studio

4,096 color paint program with zoom pixel-by-pixel editing, flipping, rotating, more.  
\$49.95 *Accolade*

## X-Kit V1.2

Two disk set of handy and unusual graphic & 3-D utilities of all types - object editors, wire frame, modelers, ANIM utilities etc.. \$34.95  
*Dimension-X, Inc./CommoTech*



## ♦ PAINT/CLIP ART ♦

### Aircraft Pics

Two disks full of high resolution 16-color and 16-level grayscale clip-art images of aircraft, transports and civilian aircraft. WWII to present, several countries. Includes Sopwith Camel, Fokker, F4 Phantom, Mig 31 Foxhound, Huey, Chinook, Concorde, Learjet. For videos, desktop publishing, school and business presentations. Requires 512K and a paint program.

\$49.95 *Tangent 270*

### AMIZOO

First three disks (Frogs, Fish1, and Birds1) of full color Animal brushes in an eventful 30+ disk set. Each volume will focus on a specific animal or species. (3 disks) \$44.95 *EyefulTower Communications/Earful Tower Productions*

### Art Nudes

Can be used for desktop publishing and desktop video. Choose from hundreds of HAM and IFF pictures featuring Exotic Nudes to Ocean Sailing. DA and P Sampler disks including a catalogue available for \$10.00 each. DA Sampler and 15 disk set Picture Library do not include nudes. You must be 18 years or older to order the Art Nudes. Art Nudes \$25.00/3 disks, \$75.00/9 disks; Picture Library \$125.00/15 disks *DigitalArts/257*

### Art Parts Volume 1

Over 175 color images for use with DeluxePaint™, DeluxeVideo™, and DeluxePrint™ productions. Maps, faces, graphs, birds, Africa, dinosaurs, and more.

\$29.95 *Electronic Arts*

### Art Parts, Vol. 2

Buildings, people, animals, plants and vehicles. Over 100 brushes. \$29.95 *Electronic Arts*

### Artistic Expressions

Quality, affordable clip art. Volume1 includes holidays, cowboys, business, old English monograms. Volume 2 includes home, teddies, music, flowers, elegant monograms. Over 150 borders and graphics on each disk, gray scale shading, all in high resolution and example files on each disk. \$49.95 *PCM Industries*

### Bird Pics

Ten screens of clip art, 16-color, high resolution images of 50 species of birds. For use in designing greeting cards, stationary, special gifts, in desktop publications or videos. Requires a paint program, 512K. \$29.95 *Tangent 270*

### Brumbar's Backgrounds

Series of backgrounds, brushes, objects, and palettes compatible with any IFF program. Recognized throughout the industry as a master Amiga palette. Backgrounds include not only paintings, but brushes, and new AnimBrushes which may be used in combination with the backgrounds to create master artworks.

Brummbaer also includes his personal tips for design and production in Electronic Art's DeluxePaint III, though any Amiga software may be used with the Backgrounds. Filled with rich colors and bold themes. \$79.95

*Software Sensations*

### Build'Em™

Figure construction set of faces, arms, legs, hands, to help artists and non-artists draw realistic figures better and faster. Over 500 drawings on 25 screens done by professional figure artist. Requires paint program with invisible background and free cut rotation.

\$23.50 *The Picture Box*

### Castle Construction Set

Specific brushes for Caligari owners/users that can be exported to paint programs for further rendering. Build an infinite number of castles and fortresses. \$89.95 *EyefulTower Communications/Earful Tower Productions*

### China Pics

Eleven screens full of Chinese images for desktop publishers, video producers, artists, and educators. Includes: Dragons, cranes, bats, lotus and chrysanthemum designs, scenes from antique Chinese scrolls and over 250 Chinese characters symbolizing love, friends, prosperity, more. English translations and a pronunciation guide included. Also one screen is devoted to the Chinese zodiac and the European-equivalent signs. Requires paint program, 512K.

\$34.95 *Tangent 270*

### Christmas Pics

A collection of 101 clip art images for the Christmas season, 16-color, high-resolution images include scenes and greetings from antique Christmas cards—Santa Claus, little drummer boy, antique toys and much more. For use in designing greeting cards, gifts, desktop publications and videos. Requires paint program, 512K. \$34.95 *Tangent 270*

### Clip Art 1-8

Over 100 hi-res images on most disks, ranging from computer products to food, from zoos to the Old West. Special disks: #6-full screen computer images ideal for advertising purposes. #8-Christmas graphics, 10 screens full of detailed, beautifully drawn seasonal images. All picture files are in standard IFF format for the Amiga. \$19.95 *Magnetic Images Co.*

### Deluxe Maps Vol. I

Create better reports and presentations with these IFF format U.S. regional and state map outlines. \$24.95 *Computer Arts*

### Desktop Artist

Over 200 pieces of IFF format B&W clip art for use with any paint program. \$29.95 *Sunrise Industries*

### Doug's Color Commander

Doug's Color Commander (DCC) is a powerful

screen utility that opens the door to shading and swapping colors in ways that have never been possible before, while greatly expanding the graphics capability of your Amiga.

\$29.95 *Seven Seas Software*

### ElevationLibrary

IFF Clip Art. The Library contains assorted elevation screens and brushes, and may be used either separately or in conjunction with other volumes in the Madrigal Architectural Library system. \$59.95 *Madrigal Residential Designs*

### Express Clip-Art #1

High-resolution clip-art for Express paint. Includes over 50 patterns and background brushes of office-related images and borders for certificates, ads, and newsletters.

\$29.95 *OXXI, Inc.*

### Floor Plan Library

A set of floor plan parts and bath, kitchen, room modules saved as IFF screens for use with paint, desktop publishing and presentation programs. \$59.95 *Madrigal Residential Designs*

### Flowers

Another set connected to helping the Amiga artist in the production of electronic paintings in conjunction with Brett Casebolt's Scene Generator. The Flowers are HAM brushes that are hand painted while others are full-color digitizations. Samples of possible combinations are included. \$24.95 *EyefulTower Communications/Earful Tower Productions*

### Heraldic Pics

16-color, high-resolution clip-art images of heraldic symbols. Provides symbols for designing coats of arms, crests and other heraldic art. Example coats of arms, seals, and crests are shown along with information on terminology. Images include shields, swords, helms, Gryphons, Tigers, Penguin Rampant, and Mouse Guardant. Requires 512K and paint program.

\$34.95 *Tangent 270*

### Interior Design

A set of furniture parts for use with paint, desktop publishing, and presentation programs. 16 screens of furniture images and over 100 brushes. Useful for interior design and concept development. For use with paint and desktop publishing programs. \$59.95 *Madrigal Residential Designs*

### Map Pics-World

High resolution, 16-color maps of over 200 countries. This is a four-disk package due to the amount of detail shown on each map. Maps are in 3 scales: World-view, Continent-view and Country view. Where room permits, names of major cities are shown as well as major rivers and lakes. An excellent resource for desktop publishing and video production, business presentations, and education. Requires 512K and a paint program. \$59.95 *Tangent 270*



## Media Line Clipart Disk I

A broad selection of high quality clip art. Able to import IFF graphics. Holidays, Sports, Computers and Scenery are among the various themes included. Also includes a show utility. Can be used in all paint programs for resizing and modification. \$34.95 *Free Spirit Software, Inc.*

## Oriental Desk Top Art Vol.1—Vol.4

Oriental Desk Top Art are clip art files which can be used in desktop publishing applications on the Amiga Computer. The clip art files are black and white, high resolution (640 x 400) images, in IFF format. Oriental Desk Top consists of four volumes. Vol.1 consists of 60 general oriental art work. Vol.2 consists of 84 oriental martial art figures. Vol.3 consists of 84 oriental folk art work. Vol.4 consists of 140 commonly used Chinese characters. \$29.95 per volume +\$3.00 shipping *Software Integration Solutions*

## PIC-MAGIC

A ten disk set of over 250 images. Manual explains suggested use of images as well as the psychology being many of them. Some images draw the eye to a particular spot on a page while others convey a certain mood. Images can be resized using DPaint III or a comparable program. PIC-MAGIC is an unlimited resource library for computer enthusiasts, desktop publishers, and animators. IFF format, most over 1000 by 1000 pixels. The full set now includes a bonus two disks for a total of 12! which include the entire 250+ images sized down for easier video use. Also available in Encapsulated PostScript format for Desktop Publishing. \$99.95 *Joe's First Company*

## PROPS

A 2-disk set of HAM brushes (Animals, Structures, Trees) created specifically for Brett Casebolt's Scene Generator 2.0. \$24.95 *EyefulTower Communications/Earful Tower Productions*

## Pro Fills

Professional quality full color patterns and textures for use in desktop presentations and video. Create complex backgrounds and surfaces instantly, adding a new dimension to your video titling and presentations. Pro Fills patterns and textures are IFF brush format and compatible with all IFF paint and titling programs that allow custom brushed in fill tools or tiling functions. High resolution and interlace resolution versions of the patterns are included. Also includes a large assortment of color palettes complete with color ranges defined for dropped shadows and highlights. The patterns and textures may be combined together to make thousands of variations and are compatible with multicolor fonts. \$29.95 *JEK Graphics*

## Seasons and Holidays

A whole year's supply of art for every occasion. More than 100 ready to use images for

DeluxePaint™, DeluxeVideo™, and DeluxePrint™ productions. \$29.95 *Electronic Arts*

## Spheres 1

Clip art of 3-D lighted, shaded spheres texture-wrapped with HAMandel 256 color HAM fractal images. Includes complete animated rotating fractal sphere and still images for use with HAM paint programs. \$10.00 *MegageM*  
*please see display ad page 29*

## THE BACKGROUNDER for HAM Paint Programs

Ready made backgrounds for HAM paint programs with legal colors for film and video. Program replaces default palettes with legal color palettes for film and video.  
*Philadelphia Video Lab Inc.*

## The Amiga Coloring Book: Borders

Over 550 borders in IFF format.  
\$34.95 *The Dragon Group*

## The Amiga Coloring Book: Sampler

Assorted clip art in IFF format. \$34.95  
*The Dragon Group*

## The Amiga Coloring Book: World

Maps from around the world in IFF format.  
\$34.95 *The Dragon Group*

## World Symbol Library (Vols. 1-3)

The 1st three volumes in an eventual 30+ volume set of world mystical, religious, and ritualistic symbols. These 1st three volumes focus upon dynastic Egypt and Celts. All are in hi-res (color & grayscale). \$44.95 *EyefulTower Communications/Earful Tower Productions*

## WRAP Session #1

Eight disks of new superlative hi-res wraps for your favorite paint program. \$79.95  
*EyefulTower Communications/Earful Tower Productions*

## ♦ PAINT/FORMATS ♦

### AlohaFonts Volume 1

Twenty fonts for use with graphics & desktop publishing. \$19.95 *AlohaFonts*

### AlohaFonts Volume 2

Forty-three fonts from 16 to 84 points for use with graphic, desktop publishing, and video production work. \$19.95 *AlohaFonts*

### AlohaFonts Volume 3

Forty-one fonts from 16 to 99 points for use with graphic, desktop publishing, and video production work. \$19.95 *AlohaFonts*

### CalligraFonts/Asha's

A limited edition of new unique fonts. Original

art, each disk signed by artist Asha Develer! 16-colors with complementary monochrome fonts for illuminated prints, large initial caps and exclusive design! Includes KidsBlox Colorfonts in 125 point and 80 point sizes. StainedGlass Colorfonts in sizes 101, 96, and 91 points. 1 megabyte required for use of the large color fonts.  
\$89.95 *Interactive Softworks*

### CalligraFonts/Lion's

Assorted 150 Amiga bit-mapped fonts in a 4-disk set for desktop publishing, video, presentations. Includes 120 B&W fonts in sizes from 7 to huge 160 points. There are 30 color fonts in sizes for video titling, posters and DTP from 20 to 75 points. \$89.95 *Interactive Softworks*

### CalligraFonts/Novelty

Quickly create a novel look for your next project with this 2 disk set of fonts in convenient sizes. Colorfonts include ICE, PENCIL, SKYLINE, SWISSCHEESE, JADE and STARS & STRIPES. This 2 disk set contains 14 Amiga diskfonts (sizes 32 to 84 points), plus 16 ColorFonts (sizes 43 to 84 points). \$69.95 *Interactive Softworks*

### Calligrapher 1.05

Font editor includes ColorFonts and FontMover. Edit size, position, shape, color, pattern, style, kerning and spacing, italic slant, more. Graphics editor includes brushes, free hand drawing, paint can, magnify, more. FontMover copies, deletes, or previews fonts from another disk. Disk checking, font viewing in any resolution, more. Upgrades to version 1.05 are \$29.95.  
\$129.95 *Interactive Softworks*

### Font Works

Allows you to create a virtually unlimited number of color fonts quickly and easily by using either the built-in drawing tools or by grabbing letters from any standard IFF picture. Change existing fonts by adding effects like drop shadows, outlines, underlines, neon, resizing, and scaling. Choose up to 16 colors per font from a palette of 4,096. \$99.95 *ACS Software*

### KARA FONTS-AnimFonts 1™

ChromeSCRIPT is an 8 color, Formal script in caps & lower case and comes in both a Keyboarded and an AnimFont. Each letter appears to be handwritten across the screen. Additional palettes included along with utility programs to use ColorFonts. \$49.95  
*Kara Computer Graphics*

### KARA FONTS-AnimFonts 2™

Bullion is a dimensional, beveled, highlighted uppercase Gothic 8 colorfont and comes in both a Keyboarded and AnimFont. The AnimFont rotates onto the screen 90 degrees on the 4 axis to the left while a glint of light travels across the face. Also includes additional palettes and utility programs to use ColorFonts. \$49.95  
*Kara Computer Graphics*



## KARA FONTS-HEADLINES

Three disk set. Featuring 10 Hi-Res, dimensional, up to 8 color, uppercase fonts in two sizes each (approx. 104 and 84 pts. high). Font styles in CHROME, MARBLE, BRICK and GRANITE are dragable for added 3-D effects. Other styles are CHISEL, WOOD, BEVEL, CAST, CHISELserif and COLUMN. \$79.95 *Kara Computer Graphics*

## KARA FONTS-HEADLINES 2

Two disk set offers 4 new 8-color fonts in 2-3 sizes each. CHISELSCRIPT: Italic script in upper and lower case. GLASS: Transparent uppercase gothic face. ENGRAVED: Dragable, uppercase 2 plane shiny font. EMBOSSED: Raised or sunken letters on a surface. \$69.95 *Kara Computer Graphics*

## KARA FONTS-SUBHEADS

Two disk set. A scaled-down version of HEADLINES, offers same unique ColorFonts in two smaller sizes (approx. 72 and 55 points.) New sizes allow a greater range of flexibility in titling without having to reduce and makes it possible to use in lower resolutions at a workable size. \$69.95 *Kara Computer Graphics*

## Master Fonts

A collection of fonts in standard Amiga format designed to be used with all graphics, video, word processing, and desktop publishing. \$29.95 *T.S.R. Hutchinson*

## Masterpiece Professional Font Collection

The largest collection of fonts and clip art available for the Amiga today. 110 different fonts are included in this 20 disk set. Also included are 141 hi-res pages of border clip art. Four disks of ColorFonts and two disks of Brushes round out the set. A must for the video professional. \$199.00 *ARock Computer Software*  
*please see display ad page 20*

## Media Line Font Disk I

Contains nine different bitmap fonts for the Amiga. Designed for professional use in video presentation, graphics, animation, and desktop publishing. \$34.95 *Free Spirit Software, Inc.*

## Professional Font Library 3.6

For the serious Amiga artist, video specialist and anyone who appreciates a quality 6-disk product. Sixty distinct bitmap fonts (approx. 200 styles 7 to 90+ lines high) in both monochrome and color (GOLD, CHROME, RIVET etc.) Suitable for paint programs, video titling, headlines and wordprocessing applications. Includes icon interface, utilities and comprehensive 90-page manual with samples. Requires 1 meg RAM \$74.95 *CLASSIC CONCEPTS Futureware*

## Professional Font Library 4.1

For the serious Amiga artist, video specialist and anyone who appreciates a quality multidisk product. Sixty distinct bitmap fonts (approx. 200

styles 7 to 90+ lines high) in both monochrome and color (GOLD, CHROME, RIVET, etc.). Suitable for paint programs, video titling, headlines, and word processing applications. Includes icon interface, utilities and comprehensive 90-page manual with samples. Requires 1 meg of RAM. \$74.95 *CLASSIC CONCEPTS Futureware*

## Professional Font Upgrade

Adds microkerning, dithered fonts, large lower case letters to multicolor fonts, a Preview utility and simpler directory format to versions 3.5 and lower of the Professional Font Library. Includes 5 diskettes and an expanded manual. Compatible with popular paint and video programs. Requires registration card and 1 meg. \$24.95 *CLASSIC CONCEPTS Futureware*

## Studio Fonts, Vol. I

Designed by professional commercial artist Marlin Green, these fonts are ideal for comps and quick presentations. Use in high resolution for demanding video titling and desktop. Includes 17 pre-colored pre-patterned ColorFonts plus 12 mono-color fonts, IFF brushes, and Calligrapher patterns. 46.25+ 3 S&H *Interactive Softworks*

## Zuma Fonts Volumes 1-5

Typefonts for use with any IFF-compatible program which accesses Amiga fonts. Six sizes, from 12 to 100 points. Volume 1 contains Swiss, Pica, and Barn Fonts. Volume 2 contains Euro, Chelt, and Stencil Fonts. Volume 3 contains Coop, Script, and Fast Fonts. Volume 4 contains Deco, Devine, and Draft Fonts. Volume 5 contains Metro, Art, and Gospel Fonts. Requires 512K RAM. \$34.95/volume *Zuma Group*  
*please see display ad pages 18 & 19*

## ♦ PAINT/TUTORIALS ♦

### DeluxeHelp for Calligrapher

On-line interactive tutorial runs with Calligrapher. \$44.95 *RGB Video Creations*

### DeluxeHelp for DeluxePaint

On-line interactive tutorial runs with DeluxePaint. \$34.95 *RGB Video Creations*

### DeluxeHelp for DeluxePaint II

On-line, interactive tutorial runs with DPaint II. Select from 54 lessons with real-time demonstrations and speech. \$34.95 *RGB Video Creations*

### DeluxeHelp for DeluxePaint III

A two disk interactive tutorial packed with tips and demonstrations of the powerful and complex features of DeluxePaint III. Disk #1 explores the use of DPaint's painting tools, and various techniques used to produce quality static graphics. Disk #2 strikes out into the realm of animation. Learn a wide variety of techniques

used by professional animators. DeluxeHelp for DeluxePaint III is a must have product for anyone wanting to master DeluxePaint III. \$49.95 *RGB Video Creations*

### DeluxeHelp for DigiPaint

On-line, interactive tutorial runs with DigiPaint. Select help lessons with real-time demonstrations and speech. \$34.95 *RGB Video Creations*

### DeluxeHelp for Photon Paint

On-line interactive tutorial runs with Photon Paint. \$34.95 *RGB Video Creations*

### DeluxeHelp's Advanced Techniques-Textures & Backgrounds for Deluxe Paint II

Takes the user through the complete process of creating organic textures and backgrounds that are used in real world television, advertising and business presentation graphics applications. Utilizes the same fool-proof techniques as the popular DeluxeHelp series of on-line, interactive tutorial programs. Wood, Marble, Granite, Gold, and Smoke are a few textures demonstrated. In each of the 29 lessons, create a complete texture or background that can be used as components of still images. \$34.95 *RGB Video Creations*

### For Art's Sake

Printable tutorials complete with IFF pictures. Whether you are a beginner or a seasoned artist, learn how to create your own fine art, animations and ray-tracings by using our techniques and many popular graphic packages. Easy icon based interface. 1meg required. \$19.95 *For Art's Sake*

## Ham It Up! (v. 1.01)

- ▲NEW! 'The Blender' blends and saves color brushes fast!
- ▲Works with DigiPaint™ and DeluxePaint™
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- ▲RGB & CMY values given for each color
- ▲Takes the guesswork out of color selection



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## ♦ PAINT/UTILITIES ♦

### Butcher

Graphics utility program. Includes edge detection, resolution changes, pixel counting, half-toning, bitplane slicing, sorting colors by pixel count or intensity, density slicing and palette effects. Includes shape editor for defining mosaic patterns and textures. \$37.00  
*Eagle Tree Software*

### Doug's Color Commander

Color gadget for any Amiga program. Can be run simultaneously with other programs  
\$29.95 *Seven Seas Software*

### Focus Video

Focus Video provides a complete range of image processing capabilities. Features such as color control, filters, convolutions, contrast enhancement, and histograms improve and enhance your images, bring out details, analyze or transform. Focus Video is a tool for electronic publishing; Industrial quality control, astronomy, art, video effects production, and more. Its stand alone features include: Edge extraction, Spatial image filtering, Median filtering, Logical and arithmetic inter-image operations, Intensity histograms, Pseudo-3D display, Fast zoom, Linear contrast enhancement, Time stamping and user-definable text annotating and On-screen distance measurement with calibration. The Focus Video can also read 400 line IFF images (16 or 32 color). With a LIVE! Continuous Video Framegrabber installed in your Amiga, Focus Video gives you instant image acquisition from any NTSC video source, complete with Sequence recording/animated replay, Time-lapse capture, Color and contrast adjustment, and Integration and averaging of successive frames. Focus Video makes it easy and affordable to move beyond the rigidity of silver crystals on film into the flexible world of digital video.  
\$159.00 *A-Squared Distributions, Inc.*

### GS-1000 Graphics Library

Library of over 90 graphics-oriented commands. Includes device independent 2-D graphics, multiple viewports and screens, zoom panning, color mixing, many other commands and a full-featured paint program. \$49.95 (Source code: \$149.95)  
*Rittinghouse Software Development Company*

### Ham It Up!, Version 1.01

Ham It Up! allows you to display and print all 4096 Amiga colors via sixteen 256-color charts. No HAM paint program is required. Ham It Up! now includes the Blender, which allows you to instantly create, adjust, and save blends as brushes. Also, cyan, magenta, and yellow equivalents are given for RGB colors. Upgrades are available to registered users for \$2.00 plus the original Ham It Up! disk. Requires 1MB RAM.  
\$39.95 *Delta Graphics*  
*please see display ad previous page*

### Imprint

Software interface which works with the Amiga and the Polaroid Palette Film Recorder to produce film output of any IFF image. Prints 320 x 200, 320 x 400, 640 x 200, and 640 x 400 images with HAM capability. Snapshot RAM resident utility creates instant film image of on-screen display. \$2,495.00 with Polaroid Palette system. \$495.00 *American Liquid Light, Inc.*

### PIXmate

Image Enhancement software system. features space-age, image enhancement techniques developed for NASA. Performs over 3,000 special effects. \$69.95  
*Progressive Peripherals & Software*

### Pro Fills

Professional quality full color patterns and textures for use in desktop presentations and video. Create complex backgrounds and surfaces instantly, adding a new dimension to your video titling and presentations. Pro Fills patterns and textures are IFF brush format and compatible with all IFF paint and titling programs that allow custom brushed in fill tools or tiling functions. High resolution and interlace resolution versions of the patterns are included. Also includes a large assortment of color palettes complete with color ranges defined for dropped shadows and highlights. The patterns and textures may be combined together to make thousands of variations and are compatible with multicolor fonts. \$29.95 *JEK Graphics*

### Scene Generator

Scene Generator is a fast, fun, and easy to use program capable of producing photographically realistic natural scenery. It has a full Intuition interface with user control of many options. The landscape calculations are done in Assembly language for maximum speed. The IFF pictures generated by the program are excellent background material for painting or animation.  
\$39.95 *Natural Graphics*

### THE COLOR KIT for Deluxe Paint

Legal color scales for film and video in hi-res = 132 colors-in normal Interlace = 488 colors in halfbright Interlace = 720 colors - all at once on the screen and to be used. \$29.95  
*Philadelphia Video Lab Inc.*

## ♦ SCIENTIFIC/BUSINESS/ENGINEERING ♦

### Aplot Library-Member of Volume 1 of the Engineer's Toolbox

Lattice C compatible library of graphics functions for the applications programmer. Supports Scientific/ Engineering/Business charts and graphs. Includes routines for linear/logarithmic,

Pie/bar and polar charts. From simple to complex. \$49.95

*Advanced Creations Incorporated*

### GenAplot-Member of Volume 1 of the Engineer's Toolbox

High level plotting tools for creating scientific, engineering, and business charts and graphs from user data. Pull down menu/requester interface. Wide variety of file formats, 16 colors in high resolution, multiple output devices and standard graph formats. \$79.95  
*Advanced Creations Incorporated*

### The Engineer's Toolbox-Volume 1, Graphic Tools

Volume 1, Graphing tool of the Engineer's Toolbox is a bundled software package composed of the The Aplot Library, ConvertAplot, and GenAplot. See other Engineer's Toolbox's. \$99.95  
*Advanced Creations Incorporated*

## ♦ MISCELLANEOUS ♦

### 'Secrets of an Artist'

'Secrets of an Artist' is the work of a professional computer artist, C. William Henderson of Los Gatos, CA. On this disk he reveals many formulas and underlying concepts through 22 examples and 10 pages of text. \$24.95 *Seven Seas Software*

### Doug's Color Commander

Doug's Color Commander (DCC) is a powerful screen utility that opens the door to shading and swapping colors in ways that have never been possible before, while greatly expanding the graphics capability of your Amiga.  
\$29.95 *Seven Seas Software*

### PIXOUND™

PIXOUND™ is a radical new concept in musical software, transforming visual art into music. Unlike other programs, which provide the computer equivalent of a light show, PIXOUND allows you to use the musical fingerprint of any image to create, play, and record complex music. The novice musician or computer user can move from Bach to Rock by simply moving the mouse. The virtuoso, too, will thrill at the PIXOUND adventure of playing a new and unique instrument with every new screen.  
\$99.00 *Hologramophone Research*  
*please see display ad page 49*

### The Art Department

The Art Department is a 24-bit image processing system for the Amiga print and video.  
\$89.95 *ASDG, Inc.*



# DESKTOP PUBLISHING



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## ◆ GENERAL ◆

### City Desk 2.01

Create great looking newsletters, brochures, flyers, resumes, and more. Import text from most Amiga word processors and graphics from any IFF paint program, or create the text and graphics completely from within City Desk. Features include: no copy protection, automatic kerning in PostScript, multiple pages on screen, text flow around irregular graphics, supports 24 pin printer, HP Laserjet and Postscript. Also free newsletters and technical support! Version 2.01 offers support for C Ltd's Laser Express and PAL. \$199.95 *MicroSearch, Inc.*

### Comic Setter

A complete comic generator for the Amiga. Bitmap and structured graphics, laying tools, automatic text balloon generation. Includes clip art, fonts. Prints in B&W or color. \$99.00 *Gold Disk, Inc.*  
*please see display ad page 17*

### DeluxePrint II v1.1

DeluxePrint II version 1.1 is a personal creativity program for producing and printing a variety of messages for use in the office, home or school. DeluxePrint II makes the creation of practical printouts quick and easy. It contains seven predesigned formats including signs, greeting cards, banners, letterhead, calendars, 4-panel signs, and labels. The program also includes over 150 multi-colored graphics and borders, and a variety of standard Amiga and custom fonts. DeluxePrint II provides full control over every design, by allowing the user to replicate, move, resize, flip, and rotate their text and graphics at will, and by providing a full-featured graphics editor for creating their own clip-art or customized graphics. In addition, DeluxePrint II can import DeluxePaint or other compatible programs to be used as background images, and supports the growing library of fonts for the Amiga. Upgrades for the DeluxePrint II 1.0 are available to customers who send in both their art and program disks. \$79.95 *Electronic Arts*

### PAGESETTER II

PAGESETTER II, is easy to learn and simple to use because it utilizes the same intuitive user interface as Professional Page. PAGESETTER II allows you to produce any type of document: newsletters, flyers, resumes, advertisements, brochures and more, with ease and speed. Text may be imported from any Amiga word processor or typed directly onto the page. Bitmap graphics can be imported from any Amiga IFF paint program and structured graphics may be taken from Gold Disk Professional Draw; and all graphics may be resized, scaled, cropped or moved. In addition, useful structured drawing tools are included in the program, allowing the user to create rectangles, ellipses, and polygons as needed. PAGESETTER II will automatically convert graphics into high quality gray-scaled images. User definable line weights and fill patterns are also included. Other features include page sizes to 8-1/2 x 14, an unlimited number of columns, 4 levels of magnification, rulers, grids, margins and measurements in inches, picas or centimeters. Canada: \$149.95 U.S. \$129.95 *Gold Disk, Inc.*  
*please see display ad page 17*

### PageStream 2.0

Professional desktop publishing for the Amiga. Supports: AFGZA compugraphic hinted fonts, 4-color separation, Adobe Type 2, IBM format fonts, advanced typographical & much, much more. \$299.00 *Soft Logik Corporation*

### Professional Page

Precision typesetting, full-featured word processing, CAD support, IFF color graphics. Uses bitmapped or structured graphics. Versatile page layout capabilities. Outputs to laser printer, typesetter. Supports dot matrix. \$395.00 *Gold Disk, Inc.*  
*please see display ad page 17*

### Publisher's Choice™

The Publisher's Choice Desktop Presentation Package combines KindWords 2.0 and Pagesetter 1.2 into an integrated wordprocessor/page layout system. Also included are the Artist's Choice Artpack with over 200 IFF graphic images, and HeadLine FontsPack offering over 35 different font styles and sizes. Together, these programs provide a complete solution to desktop publishing and presentation requirements, offering capabilities for designing flyers, creating newsletters, or producing a lengthy magazine. \$199.95 *The Disk Company*

### Saxon Publisher

State-of-the-art professional desktop publishing software, incorporates all standard DTP features and also provides numerous features not available anywhere else—at any price. Extremely fast, efficient, and stable. \$450.00 *Saxon Industries*

## ◆ CLIP ART ◆

### AMizoo

First three disks (Frogs, Fish1, Birds1) of full color Animal brushes in an eventual 30+disk set. Each volume will focus on a specific animal or species. (3 Disks) \$44.95 *Eyeful Tower Communications/Eyeful Tower Productions*

### Art Gallery I & II

Supplemental clip art for PrintMaster Plus. 140 graphics, mixed themes. \$39.95 *Unison World*

### Art Gallery: Fantasy

Fantasy theme supplemental clip art for PrintMaster. 120 graphics. \$29.95 *Unison World*

### City Desk Art Companion Vol. 1: People and Technology

200 Med-res images of people in various occupations, as well as objects from Amigas to weapons. \$29.95 *MicroSearch, Inc.*

### City Desk Art Companion Vol. 2: Banners, Borders and More

Two disks of 200 hi-res IFF graphic images, including banners, scrolls, billboards, silhouettes and more. \$29.95 *MicroSearch, Inc.*

### City Desk Art Companion Vol. 3: Brushes and Screens

Two disks of 200 high resolution IFF graphic images including textures and patterns to be used as backgrounds or fill patterns. \$29.95 *MicroSearch, Inc.*

### City Desk Art Companion Vol. 4: Holidays and Sports

200 medium resolution IFF graphic images of holidays and sports. \$29.95 *MicroSearch, Inc.*

### Comic Art-Science Fiction

Science fiction clip art Comic Setter with body parts, backgrounds, props. Can be used with any IFF program. \$34.95 *Gold Disk, Inc.*  
*please see display ad page 17*





# DESKTOP PUBLISHING

## Comic Art-Super Heroes

More clip art for Comic Setter. Two disk module features Super Heroes. Can be used with any IFF program. \$34.95 *Gold Disk, Inc.*  
please see display ad page 17

## ComicArt-Funny Figures

Professionally-drawn clip art for ComicSetter featuring looney-toon-style figures, backgrounds, and props. Can be used with any IFF program. \$34.95 *Gold Disk, Inc.*  
please see display ad page 17

## Eclips

Structured clip art in ProDraw format. Requires ProDraw or Professional Page 1.2 or higher. PostScript device required for output with ProPage. Over 300 pieces of high quality black and white clip art on four disks. No jaggies. \$99.00 *AlohaFonts*

## PIC-MAGIC™

A ten disk set of over 250 images. Manual explains suggested use of images as well as the psychology behind many of them. Some images draw the eye to a particular spot on a page while others convey a certain mood. Images can be

resized using DPaint III or a comparable program. PIC-MAGIC is an unlimited resource library for computer enthusiasts, desktop publishers and animators. IFF format, most over 1000 by 1000 pixels. The full set now includes a bonus two disks for a total of 12 which includes the entire 250+ images sized down for easier video use. Also available in Encapsulated PostScript format for Desktop Publishing. \$99.95 *Joe's First Company*

## PIC-MAGIC™—EPS Version

The entire PIC-MAGIC collection (see above) in Encapsulated PostScript version for desktop publishing. Usable with PageStream, Professional Page and any other PostScript-capable Amiga DTP programs. Infinite resizing with no jaggies! \$99.95 *Joe's First Company*

## Pixelations' PostScript Series; Sample Disk

This contains 3 PostScript fonts, including one intended to aid in technical documentation for Amiga products; 20 pieces of clip art, much of it Amiga-related; and a utility to generate Zoomed text to the user's specifications. \$65.00 *Pixelations, Inc.*

## Pixelations' PostScript Series:

**Typographers' Ornaments Vols. 1, 2, 3, 6, & 7**  
These are Amiga Encapsulated PostScript clip art, including both IFF screen representations and the EPS code. An included utility extracts the EPS but not the AEPS (which Commodore has accepted as the Amiga EPS standard). The ornaments themselves are structures drawing versions of traditional printers' illustrations; very distinctive, highly versatile, and well suited for repeated use. \$65.00 *Pixelations, Inc.*

## Pixelations' PostScript Series; Typeface Volumes One-Six

Three disks contain 3-4 PostScript Fonts each; PostScript fonts, as you know, are infinitely scalable for the widest possible range of point sizes. Complete Amiga support files and bitmaps are included for Professional Page, PageStream, excellence!, ProWrite/ProScript, PageSetter/LaserScript, City Desk 2.0, and Shakespeare. An Intuition installation utility allows automated installation of correct support files for the packages used. \$70.00 *Pixelations, Inc.*

## PostScript Series Amiga EPS Clip Art

Amiga Encapsulated PostScript clip art for import into Amiga DTP programs supporting EPS capability (incl. Professional Page, PageStream), and a PostScript printer or PixelScript. These are selections from the Typographers' Ornaments, a highly-praised series for the Macintosh, ported to the Amiga by Pixelations. \$65.00 *Pixelations, Inc.*

## PostScript Series Printer Utilities

Makes a PostScript printer easier to use with an Amiga: download PostScript fonts, send PostScript files to the printer, list the fonts resident in the printer, and help to prepare documents for a service bureau. \$65.00 *Pixelations, Inc.*

## QUICK-ART™ Borders & Vignettes 2.1

A newly upgraded 2-disk set designed especially for desktop publishing and print-style applications. The QUICK-ART collection includes over 60 decorative black and white 'brush-format' illustrations for announcements, invitations, memos, newsletters, cards or menus. There are also 100 borders tops and bottoms, 30 side borders, over 20 color illustrations and a 30-page manual and reference guide. Requires 512K RAM. \$39.95 *CLASSIC CONCEPTS Futureware*

## SuperClips

Structured clip art for use with desktop publishing software like Professional Page, Professional Draw, PageStream, PixelScript, and others. Grey scale images may be colored to taste for jaggie-free printing as full color separations, gray-scale, or black and white. Images may be resized at will without loss of definition for magazine quality output. Highly detailed art features professional quality not found in simple

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*King Publishing*

## The Zymbol Library Volumes 1 - 3

Hi-res brushes for graphic design, grouped by culture and period. Most in B&W for desktop publishing and paint programs. (\$75.00 for three volume set) \$29.95  
*EyeFull Tower Communications/Earful Tower Productions*

## Ultra Clips™ Business Bundle

Ultra Clips™ Business Bundle contains both Vol.II and III of the Ultra Clips™ series. The bundle contains over seventy top quality Encapsulated PostScript images. \$69.95  
*Corwyn International*

## Ultra Clips™ Dingbats Bundle

Ultra Clips™ Dingbats Bundle contains Volumes IV, V, and VI. The Dingbats Bundle has more than 150 images ready for publication. \$89.95  
*Corwyn International*

## Ultra Clips™ Portfolio Bundle

Ultra Clips™ Portfolio Bundle contains Volumes XI, XII, XIII, and XIV of the Ultra Clips™ series. The bundle contains over a hundred quality images. \$99.95  
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## Ultra Clips™ Super Bundle

Ultra Clips™ Super Bundle contains all 16 volumes of the Ultra Clips™ series. The bundle has more than 600 images ready for use. \$499.95  
*Corwyn International*

## Ultra Clips™

Ultra Clips™ is a series of professional clip art for desktop publishing. Since all are Encapsulated PostScript Files, there are no 'jaggies' when printed. Series includes:

### Vol. I: Animals

Contains many commonly referred to animals in EPSE format.

### Vol.II: Business A-M

Contains business symbols and objects that start with letters A-M.

### Vol. III Business N-Z

Contains business symbols and objects that start with letters N-Z.

### Vol. IV: Dingbats A-C

Contains a multitude of symbols for use in newsletters, flyers, etc.

### Vol. V: Dingbats D-M

Contains a multitude of symbols for use in newsletters, flyers, etc.

### Vol. VI: Dingbats N-Z

Contains a multitude of symbols for use in newsletters, flyers, etc.

### Vol. VII: Banners & People

Especially suited for creating awards, banners, or flyers for young children. Use the image of George Washington for President's Day, or the award plaque image for that special prize.

### Vol.VIII: Holidays

Contains a clip art image for any holiday newsletter or event.

### Vol. IX: Humor

Contains a large number of images meant to add a little life to a document.

### Vol. X: Maps

Contains all of the states accurately rendered. The volume also contains a map of all the continents, a world globe, and a map of the United States.

### Vol. XI: Portfolio A-E

Contains a variety of symbols. The images are as varied as an African Mask and an engineering symbol.

Also included is a microscope, abacus, and dietary foods.

### Vol. XII: Portfolio F-M

Contains a variety of symbols. The images are as varied as a farm house, and a life preserver. Also included is a flower, juke box, and a first aid box.

### Vol. XIII: Portfolio N-R

Contains a variety of symbols. The images are as varied as a New York Skyline to a pair of reading glasses.

### Vol. XIV: Portfolio S-Z

Contains a variety of symbols. The images are as varied as a school house and tuxedo. Other images are a telephone, spider web, and tea cups.

### Vol. XV Sports

Contains an image of just about every popular sport. Fencing, archery, football, and basketball just to name a few.

### Vol. XVI: Transportation

Contains a multitude of images dealing with all modes of transportation. We have an image for any need whether it be boat, train, plane, or car.

## ef'fi-ca-cy, n. power to produce effects or intended results.


Not everyone needs the ability to typeset complex mathematical equations or complicated tables. Many can do without the accents and special characters required for foreign languages. People even exist who don't want a powerful macro facility in their document production system. Ligatures and kerns are overkill for some documents. But your documents are more than simple letters to Mom.

Some folks shun included IFF/ILBM images or AReXX compatibility. A few are willing to hyphenate by hand, or accept poorly spaced lines. And some folks will accept the jaggies—output at less than the full resolution of their printer.

But the quality of your documents is important to you, and your typesetting needs are more than the average fellow's. You need

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Software**

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# DESKTOP PUBLISHING

Each UltraClips volume is \$49.95 each, except Vol. X: Maps, which lists for \$69.95.  
*Corwyn International*

## World Symbol Library (Vols. 1-3)

The 1st three volumes in an eventual 30+ volume set of world mystical, religious, and ritualistic symbols. These 1st three volumes focus upon dynastic Egypt & Celts. All are in hi-res (color and grayscale). \$44.95 *EyefulTower Communications/Earful Tower Productions*

## WAP Session #1

Eight disks of new superlative hi-res wraps for your favorite paint program. \$79.95 *EyefulTower Communications/Earful Tower Productions*

## ◆ DRAWING PROGRAMS ◆

### Laser Up! Draw

PostScript screen drawing and illustration package duplicates most PostScript drawing functions. Many features include: structured drawing, smooth curves, outline screen fonts, rotated text, help windows, auto tracing, color separations and more. Saves in EPSF format. Choice of text drawing speed. Unlimited object blends. \$124.95 *Soft Logik Corporation*

### Professional Draw

An extremely high-powered graphic arts tool that will become a standard design instrument for any Amiga user. Offers a varied assortment of powerful drawing tools including circles, ellipses, rectangles, polygons, and bezier curves. Import existing IFF files or HAM images and transform them into fully editable structured drawings using 4-point continuous beziers, user definable line weights and fill patterns, and a virtually unlimited range of color. Output detailed graphics to the highest resolution of dot matrix devices. Built-in color separator will prepare your color graphics for mechanical or process color offset printing. \$199.95 *Gold Disk, Inc.*

*please see display ad page 17*

## ◆ FONTS ◆

### AmigaMETAFONT

This font compiler is an auxiliary software package to AmigaTeX. Features generation of new fonts at different sizes, resolutions and aspect ratios. \$75.00 *Radical Eye Software*  
*please see display ad page 43*

### AmigaTeX

Sophisticated typesetting software. 10 disks with full TeX functionality, AREXX compatibility. Includes TeX, preview, iniTeX, LaTeX, SlitEX, and BibTeX. Over 1500 previewer fonts. Free demo disk. \$200.00 *Radical Eye Software*  
*please see display ad page 43*

### Fonts & Borders

Forty supplemental fonts and borders for PrintMaster Plus, and free upgrade disk for original PrintMaster. \$34.95 *Unison World*

### Fontset 1

Fonts include Times, Helvetica, Courier. Several point sizes. \$34.95 *Gold Disk, Inc.*  
*please see display ad page 17*

### Laser Up! Fonts Vol. 1

Three new downloadable analytic fonts for PostScript printers. Round, Classic, and Showtime, from 2 pts. to at least 64,000. Professional Page (Gold Disk) compatible. Also, now includes screen versions of each font plus Adobe Font Metric files (AFM) and ProPage metric files, and a ProPage install script file. \$49.95 *Laser Up! Software*

### Laser Up! Utilities Vol. 1

PostScript procedures for typesetting. Standardized formatting commands for many functions. New Intuition user interface. \$39.95 *Laser Up! Software*

### NewsletterFonts

A 2-disk set including a 35-page manual, more utilities and 60 font styles from 7 to 34 lines high. Great starter package with no compromise in quality for the budget-minded who need a variety of small-to-medium fonts for newsletters, word-processing and educational applications. Requires 512K RAM. \$34.95  
*CLASSIC CONCEPTS Futureware*

### Newsletter Fonts, Vol. I

Over 100 fonts designed by Andre Page. Roman and Helvetica are ideal for mapping to PostScript laser printer as screen representation fonts. \$46.25 *Interactive Softworks*

### Outline Fonts

These high-quality AGFA Compugraphic outline fonts are designed for use with Professional Page v1.3 & higher as well as Professional Draw. All are postscript compatible which will output to the highest resolution of any type of printer. Also included is a utility to allow you to convert these fonts to standard Amiga bitmap fonts. \$199.95 *Gold Disk, Inc.*  
*please see display ad page 17*

### Pixelations' PostScript Series; Sample Disk

This contains 3 PostScript fonts, including one intended to aid in technical documentation for Amiga products; 20 pieces of clip art, much of it Amiga-related; and a utility to generate Zoomed text to the user's specifications. \$65.00 *Pixelations, Inc.*

### Pixelations' PostScript Series;

#### Typeface Volumes One-Six

Three disks contain 3-4 PostScript Fonts each; PostScript fonts, as you know, are infinitely scalable for the widest possible range of point sizes. Complete Amiga support files and bitmaps are included for Professional Page, PageStream, excellence!, ProWrite/ProScript, PageSetter/LaserScript, City Desk 2.0, and Shakespeare. An Intuition installation utility allows automated installation of correct support files for the packages used. \$70.00 *Pixelations, Inc.*

### Pixelations' PostScript Series;

#### Typographers' Ornaments Vols. 1, 2, 3, 6,&7

These are Amiga Encapsulated PostScript clip art, including both IFF screen representations and the EPS code. An included utility extracts the EPS but not the AEPS (which Commodore has accepted as the Amiga EPS standard). The ornaments themselves are structures drawing versions of traditional printers' illustrations; very distinctive, highly versatile, and well suited for repeated use. \$65.00 *Pixelations, Inc.*

### ProFonts: Volume I & II

High quality fonts for use with ProWrite™. Package includes System Mover to move fonts and other system fonts from disk to disk, and allows you to install fonts on the Workbench disk. Each volume \$34.95  
*New Horizons Software, Inc.*

### Story Book PLUS

Two formats (3 diskettes). Includes all 27 bitmap brush alphabets from StoryBook Capitals (over 700 brush files), PLUS, one diskette full of Professional Page-format clip art decoration alphabet background templates to which you can add PostScript capitals. Expanded Manual. \$59.95 *CLASSIC CONCEPTS Futureware*

### Storybook Capitals 3.0

Twenty-seven decorative bitmap alphabets especially designed to liven up your desktop and WYSIWYG applications, newsletters, correspondence, posters, signs, and school worksheets. Large decorative capitals and calligraphy fonts ranging from 50 to 180 lines high, displayable in any resolution. They are easily inserted as brushes into paint, desktop and WYSIWYG programs. Requires only 512K RAM. \$29.95 *CLASSIC CONCEPTS Futureware*

## ◆ FORMS ◆

### Award Maker Plus

Easy to follow program creates awards, certificates, licenses, coupons, or other documents you design. Program prints hundreds of pre-designed award styles, allowing you to choose text style, enter your own message, and select the border style and color. In some styles, you can enter your own hi-res picture. Features professionally designed color and B&W borders, gold embossed press-on seals, and class name file capability. \$49.95 *Baudville*

### Ultra-Forms™ Volume I PageStream™

High-quality professional business forms for use with PageStream™. Over 60 forms are included. These forms are ready to be printed after some slight modifications to personalize the form. \$29.95 *Corwyn International*

### Ultra-Forms™ Volume I Professional Page™

High-quality professional business forms for use with Professional Page™. Over 60 forms are included. These forms are to be printed after





some personalization by the user. \$29.95  
*Corwyn International*

## ◆ PRINT UTILITIES ◆

### 360 dpi Fonts

Complete set of 360 dpi fonts for the NEC 24-pin printers. Requires the NEC P6 driver and AmigaTeX, 10 disks. \$75.00  
*Radical Eye Software*  
please see display ad page 43

### ASDG-RESEP

Requires Professional ScanLab and Professional Page. Allows 24-bit separations done by Professional ScanLab to be used in Professional Page. This results in printed output (to typesetters or other high quality output devices) with 16 million colors (true color). \$59.95  
*ASDG, Inc.*

### Epson FX Printer Driver

AmigaTeX driver and fonts for the Epson FX, MX, JX, and compatible series of printers. Also includes separate driver for almost all Epson-compatible printers, 10 disks. \$100.00  
*Radical Eye Software*  
please see display ad page 43

### FinePrint

Multiple gray-shade print program works with most dot-matrix printers. Makes highly-detailed prints with true shades of gray. Makes near-photograph quality prints. Makes postage stamp-sized as well as mural-sized prints. Mouse-oriented and easy to use. \$49.95  
*Designlab*

### ImageWriter II

Driver AmigaTeX driver for the ImageWriter II, 2 disks. \$100.00  
*Radical Eye Software*  
please see display ad page 43

### Laser Printer Drivers

AmigaTeX laser drivers. Includes drivers for 300 dpi PostScript printers, the HP LaserJet Plus and Series II, the QMS Kiss and SmartWriter, and the HP DeskJet printers, 8 disks. \$100.00  
*Radical Eye Software*  
please see display ad page 43

### Laser Up! Plot

Converts Aegis Draw and Draw Plus drawings to PostScript. \$49.95  
*Laser Up! Software*

### Laser Up! Print 1.2

PostScript image printing system with many features. WYSIWYG scaling and translation landscape or portrait. Unlimited x and y printed image scaling. Wide variety of borders and halftone screen types selectable from menu. Four color process separations with targets-positives or negatives. You can save images as PostScript text files (which can be used with any operating system) or send them directly to any PostScript printer or typesetting machine. It's completely menu-driven with many features. \$89.95  
*Laser Up! Software*

### NEC P6 Driver

AmigaTeX drivers and fonts for the NEC P6/P7

series of printers and the Epson LQ series of 24-pin printers, 6 disks. \$100.00  
*Radical Eye Software*  
please see display ad page 43

### PageSetter LaserScript

Allows printing PageSetter documents on PostScript laser printers or typesetters. Lets you scale, rotate, and translate upon output. Can also overlap multiple pages on a single output page. \$44.95  
*Gold Disk, Inc.*  
please see display ad page 17

### Palette Printer

A color match and selection system for the Amiga artist and designer. Contains IFF files to print out the color range of any in-house printer. By comparing Palette Printer color charts to any color charts already used, users can select color settings in any Amiga paint or desktop/electronic publishing programs to create a matching color, or simply use the P.P. charts as reference to pre-select your color settings for precise results. Dot-per-inch as low as 83X84 will yield an impressive array of saturated colors from over 850 color samples. Higher dpi capabilities will create more usable colors. \$29.95  
*Ontological Survey*

**Pixelations' PostScript Series; Sample Disk**  
This contains 3 PostScript fonts, including one intended to aid in technical documentation for

Amiga products; 20 pieces of clip art, much of it Amiga-related; and a utility to generate Zoomed text to the user's specifications. \$65.00  
*Pixelations, Inc.*

### Pixelations' PostScript Series; PostScript Printer Utilities

This disk contains six utilities which facilitate the use of PostScript printers with Amigas. Included: Download Fonts; Print a PostScript File; List Printer-Resident Fonts; and several methods for manipulating the automatic sending of fonts within a document. \$65.00  
*Pixelations, Inc.*

### Pixelations' PostScript Series; Typeface Volumes One-Six

Three disks contain 3-4 PostScript Fonts each; PostScript fonts, as you know, are infinitely scalable for the widest possible range of point sizes. Complete Amiga support files and bitmaps are included for Professional Page, PageStream, excellence!, ProWrite/ProScript, PageSetter/LaserScript, City Desk 2.0, and Shakespeare. An Intuition installation utility allows automated installation of correct support files for the packages used. \$70.00  
*Pixelations, Inc.*

### PixelScript V1.1

PixelScript brings the power of PostScript to your Preferences printer, at any resolution your printer supports. PixelScript comes with

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# DESKTOP PUBLISHING

equivalents to the two leading font families (Times and Helvetica). PixelScript supports Encapsulated PostScript clip art, for truly professional desktop publishing. Additional fonts, clip art, and utilities available soon. \$149.00 *Pixelations, Inc.*

## PostScript Series Sampler

A selection of 3 typefaces (including AmigaKeys), Amiga EPS clip art, and a zoom special text effect generator, all for use with Amiga DTP programs and a PostScript printer or PixelScript. \$65.00 *Pixelations, Inc.*

## PostScript Series Typefaces

Six packages of PostScript typefaces for use with Amiga DTP programs and PostScript printer or PixelScript. Each package contains 3 or 4 typefaces with support files for use with Professional Page, PageStream, ProWrite/ProScript, City Desk 2.0, excellence!, and others. \$75.00 *Pixelations, Inc.*

## PrintMaster Plus

Graphic printing program. Includes clip art, fonts, more. \$39.95 *Unison World*

## Professional Page Templates and Design Guide

This package contains over 50 professionally-designed, pre-configured templates for Professional Page, as well as a 48-page design manual full of useful design and layout tips. Type specifications: typeface, size, style, justification, text run-around, and more is all pre-set. Just flow in copy and print. This is extremely useful for those beginning desktop publishing, or others with limited time to devote to design details. \$59.95 *Gold Disk, Inc.*

*please see display ad page 17*

## PSFont

PSFont, the Adobe Postscript™ font downloader for the Amiga allows the user to tap into the many font styles currently available to the MS-DOS community. PSFont allows the Amiga Desktop Publisher to download the Adobe licensed PostScript™ printer using the MS-DOS file format. PSFont can download multiple fonts, through both series and parallel interfaces, limited only by the amount of existing memory on the printer. Full CLI and Workbench support. \$129.95 *Canadian Software Developers*

## Pure Color

Pure Color is a collection of printer palettes designed for graphic artists or anyone with a need for color hard copies. Each IFF screen holds 32 different colors or shades of colors that can be printed to give the Amiga artist a convenient color chart for quick reference. Each color is clearly labelled with the numeric setting for RGB. There are over 500 different color settings as well as numerous dot pattern settings and a Quasi-HalfBrite chart. PURE COLOR is a collection of IFF compatible screens that are used as a color reference guide, and works well with any type of printer. Designed by graphic artists using DeluxePaint II. \$24.95 *Graphic Design Studio*

## Shinko Printer Drivers

Drivers for the Mitsubishi-Shinko line of hi-res, high speed, color thermal hard copiers.

\$130.00 *ACDA Corporation*

*please see display ad page 142*

## Window Print II

Consists of three separate programs: Window Print, Snatch, and IFFIcon. In Window Print, load, print or save icons, BASIC output and paint programs. POSTER lets you clip and print a poster size print of any IFF picture or window. Install Snatch at startup and have a convenient HOT KEY to snatch the screen to an IFF file, captures stills from most animation. IFFIcon converts clipped pictures into ICONS for any Workbench object. Use two images, and icon changes when selected. \$34.95 *T & L Products*

## ♦ TUTORIAL ♦

### Amiga Digest Video Series Tape One 'Mastering Workbench and CLI'

A 60 minute introduction to the Workbench and CLI environments. Included FREE is a brief CLI command summary and 3.5 disk loaded with software that helps the user make the most of the Amiga operating system. MasterCard, VISA, check, MO \$30.00 *Grass Roots Video Productions*  
*please see display ad page 150*

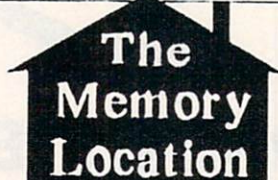
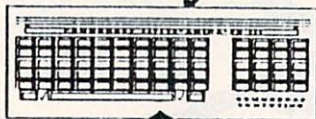
### Amiga Digest Video series Tape Two 'Desktop Publishing with PageStream'

A 120 minute overview of PageStream. Walks the user through two complete projects (newsletter and ad). Included FREE is keyboard equivalent command summary and 3.5 inch disk filled with fonts, clip art, and documents used in tutorial. Price includes UPS shipping. MC, VISA, check, MO. \$30.00 *Grass Roots Video Productions*  
*please see display ad page 150*

### DeluxeHelp for PageSetter

On-line interactive tutorial runs with PageSetter. Price unavailable. *RGB Video Creations*

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# MUSIC



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## ◆ GENERAL ◆

### AudioLink™

AudioLink™ is a professional 16-bit linear stereo audio processor that boasts 16 voices (8 in stereo), a variable sound sampling rate of up to 50 KHz (100 KHz 2x over sampling in mono), up to 16 megs on-board, and MIDI. AudioLink™ comes bundled with sound editing software with features such as Realtime Playback, Crossfading, and Cut, Copy, and Paste between voices. Invert, Reverse, Looping, and Variable Left and Right Gain. Saves in multiple formats such as AIFF and SAMP formats. For all models of the Commodore Amiga. Price TBA. *Beta Unlimited*  
*please see display ad page 143*

### Bars&Pipes

Unique Pipeline concept allows the user to direct the flow of musical information on a track-by-track basis either prior to or after recording takes place. Includes the Toolbox with a keyboard splitter, event filter, chord substitute, inverter and harmonizer to name a few. Create a Tool allows the user to construct customized Macrotools. There is no limit to the number of tracks. Sequencer features include global cut, copy and paste; autolocate registers; punch in and out; looped mode recording; global display of music on all tracks; A-B-A global song construction and editing; high-resolution timing (192 clicks per quarter note); tempo maps; sync to external MIDI or time code; audible metronome; and rhythm, chord, key, multiple time signature and lyric output. The Editor is either a piano roll display or bars on a staff. Lyrics can be typed over the music. Simple, intelligent, object-oriented user interface. MIDI File Format compatible.  
 \$249.95 *Blue Ribbon Bakery, Inc.*

### Deluxe MIDI INTERFACE for the AMIGA 500/1000/2000

Provides input, thru, and two switchable thru/outs for maximum flexibility. Comes with six foot serial cable and RS232 pass-through. Impact resistant beige case and cable matches AMIGA's color closely. *Canada \$139.95, US \$89.95*  
*Pro-Tronic Systems Ltd.*

### Deluxe Music Construction Set

Full-featured sound editor with complete input, notation, and score printing.  
 \$99.95 *Electronic Arts*

### Digital Studio

Digital Studio, the ultimate stereo sound handler for Amiga computers. A digital sampler, editor (and sequencer) is fully complete, of high fidelity (simple to use at an affordable price); yet it remains a professional tool. Digital Studio has 10 memory work zones; these buffers will allow you to work on several different pieces of music, and even better, to play one piece while working on another, or even to play samples at the same time, with different frequencies (pitch) if so desired. The zoom in Digital Studio permits you to magnify the waveform. DRAW permits you to touch up the waveform. There are menu commands for volume, and echo. Modified sounds can be saved on a floppy disk or on a hard drive in IFF format. Supplementary characteristics include: Sampling Rate to 44KHz, automatic voice activation, left, right volume control, anti-aliasing audio filter control, transform mono into stereo and vice versa, and graphic oscillator for control of audio entry level. Digital Studio is compatible with all the digitizers whose sampling rate is high enough to permit quality sound recording. Price unavailable.  
*Adept Development*

### HYPERCHORD™

HYPERCHORD™ is a dynamic riff sequencer, designed for professional musicians but addictive fun for amateurs (teachers take note). The principle behind HYPERCHORD is that most music is based on short themes and motifs, which are then varied in rhythm, pitch, and order to create larger musical movements. HYPERCHORD lets you create riffs (sequences) of up to 40 notes using such original features as Riffwaves, Weave, Smear, Rotate, Expand; then store and manipulate in real time, varying pitch, speed rhythm, volume, note order, orchestration, harmonies, and trill. For intense riffing, switch between 60 user-defined scale modes and 40 rhythms, or employ unique cyber-musical tools such as Holistic Play and VectorPlay. Three utilities included: Mode Maker, Rhythm Maker, and Holistic Window.  
 \$159.00 *Hologramophone Research*  
*please see display ad page 49*

### Instant Music

Easy musical composition through mouse control. \$19.95 *Electronic Arts*

### Keyboard Controlled Sequencer V1.6

Load up to 4 programs simultaneously, automated 48-track tape recorder mode, full editing of all MIDI parameters, built-in variations generator. Can use up to 126 sequences. Can use Amiga's internal voices. Allows multitasking, loads and saves MIDI files. \$249.00  
*Dr. T's Music Software, Inc.*

### Level II

Does everything KCS 1.6A does, with 16 more screens of algorithmic and global editing.  
 \$349.00 *Dr. T's Music Software, Inc.*

### M

M for the Amiga is a real-time interactive composing and performing program. M's graphic screen controls allow you to shape or change any aspect of your composition while you're hearing it. First, you specify notes and chords. Then you determine the ways those notes will be transformed through rhythms, articulation, orchestrations and many other variables. Finally, you perform your music, either by manipulating screen controls, playing control keys on a MIDI keyboard or moving the mouse in a conducting grid. M features a capability for automating changes in MIDI velocities, note densities, legato-staccato articulations and accents. Also multitasking compatible and high-quality internal sounds using IFF8SVX sample files. \$199.00 *Intelligent Music*

### MIDI Magic

Easy-to-use MIDI sequencer for the Amiga. Uninterrupted music output. Features include multi-channel simultaneous recording, 480 PPQN resolution, 4-mode quantization, and multiple time signatures. Allows real-time, modular, or step editing. Records any type of synthesized sampled or live sounds onto 16 tracks, with up to 26 sequences. Multitasking, windows, gadgets, pull-down menus. Mouse or keyboard control. Play, record, pause, rewind, FF. Memory Fuel Gauge keeps track of memory.  
 \$149.95 *Brown-Wagb Publishing, Inc.*

### MIDI Music Manager

Play sampled sounds from any MIDI track. Listen to one track while recording another. Eight real-time tracks. Adjustable track length. Works with standard IFF files. \$39.95 *Datel Computers*

### MIDI Recording Studio

Full-featured 8-track sequencer for MIDI Recording. \$69.00 *Dr. T's Music Software, Inc.*

### MIDI Sample Wrench Version 1.1

MIDI Sample Wrench is a 16-bit, CD quality





sound sample editor, and Version 1.1 offers new features and functions, as well as enhancements of the program's original capabilities. Besides MIDI Sample Dump Standard devices such as the Prophet 2000 and Yamaha TX16W, Sample Wrench now supports the Akai S900 and S950 samplers as well. All registered Version 1.0 owners may receive the update by sending in their original disk and a stamped, self addressed envelope. A new Version 1.1 demo is available for 12.00. Also, registered users may receive a non-copy-protected version by sending in their original disk at a cost of \$30.00.

\$279.00 *dissidents*

### MIDI Synergy I

Complete source code kit in C and Assembly. MIDI recorder and sequencer using OPCode file format. IFF SMUS to MIDI conversion. Mouse-controlled modulation, pitch, tempo, transpose. \$27.00 *Geodesic Publications*

### MidivU

Single track desktop recorder records in real time from any MIDI instrument. Portable, compact, multitasking; uses just 3% of disk. Pops up fast, hides easily. Saves tracks to disk, and includes powerful file utility. MIDI data monitor for troubleshooting. Help screens show MIDI 1.0 message definitions. Includes message filtering and loopable playback. Records Sys-Ex MIDI data and can be used as a generic Patch Librarian. \$29.00 *Diemer Development*

### Music Modules

Record/save/edit/play standard MIDI files. Use IFF sampled sounds as instruments. Number of tracks, sequences or sounds limited only by available memory. Independent multitasking programs which utilize a shared library to communicate. MIDI Delay and SysEx Dump. Use Amiga keyboard as a MIDI controller. MIDI keyboard or interface are useful but are not required. \$99.95 (Starter Kit for \$49.95)

*Musicomp Technologies*

### Music Mouse

Musical composition with the mouse. No musical skills required. Music Mouse turns the computer into a musical instrument that reacts to mouse movements to play internal sounds or create MIDI data. Lets beginners express their musical sensitivity and imagination; while giving advanced musicians an endless variety of instantly accessible chances for improvisation and exploration. Outputs through the computer's built-in speaker or through a MIDI interface. \$79.00 *Opcode Systems*

### Music-X 1.1

Upgrade to the MIDI sequencer that features real-time recording, keyboard mapping, configurable librarian, and many editing features. Enhancements include a control mapper, velocity sculpting, and multiple serial support. Upgrades are available to registered users. \$299.95 *Microillusions*

### Music-X Jr.

Scaled down version of Music-X. Music-X Jr. contains a sequencer, bar editor, filter page, and can use Amiga samples. \$149.95 *Microillusions*

### PIXOUND™

PIXOUND™ is a radical new concept in musical software, transforming visual art into music. Unlike other programs which provide the computer equivalent of a light show, PIXOUND allows you to use the musical fingerprint of any image to create, play, and record complex new music. The novice musician or computer user can move from Bach to Rock by simply moving the mouse. The virtuoso, too will thrill at the PIXOUND adventure of playing a new and unique instrument with every new screen.

\$99.00 *Hologramophone Research*  
*please see display ad page 49*

### Pro-MIDI INTERFACE for the AMIGA 500/1000/2000

Our Pro-MIDI INTERFACE is designed for high performance and maximum reliability with an in, thru, two outs, and a six foot serial cable. Impact resistant beige case and cable matches AMIGA's color closely. Currently used in many professional and commercial locations. Price unavailable. *Pro-Tronic Systems Ltd.*

### QuasarSound

QuasarSound gives Amiga owners the ultimate stereo sampling/sound editing system! QuasarSound can save real-world sounds in IFF format for any use in any music program that supports IFF or 8 SVX sounds. Samples will work with Deluxe Music, Sonix, Soundscape, Dr. T's KCS 1.6A, Dynamic Drums and many more! The program features include high and low pass filter operations, powerful editing features such as cut, paste, copy and visual editing, changeable pitch and volume, special effects and more. All commands are executed through an easy-to-use graphic interface. QuasarSound supports all popular Amiga parallel sound sampler. QuasarSound's truly unique feature is the ability to create long playing play disks. By sampling directly to diskette, you can record sampled sounds longer than the capacity of your internal RAM on up to four disks at the same time to create auto-boot play disks. \$59.95

*Centaur Software Inc.*

### Quest I: Texture

Original Modular Recording, record, edit and assemble your music in convenient blocks called patterns. 96 patterns of arbitrary length up to 545 beats. 2304 independent sequences, 24 tracks X 96 patterns, 99 links for songs. Create music without having to stop. Full real time interaction; all 16 MIDI channels may be controlled simultaneously; comprehensive screen window display. Simple Mouse/menu/keystroke interface, and more. \$150.00 *Sound Quest, Inc.*

### Quest II: Texture

Professional sequencer for the Amiga computer. Features include modular recording, 24 tracks,

edit display, MIDI output remapping, swing function, enhanced Amiga interface, linearize function, and clipboard. Includes all the features of Quest I plus 96 patterns of arbitrary length up to 2728 beats, Multiple MIDI Channels per track, Quantize-3 new methods of affecting note duration, panic button and much more.

\$250.00 *Sound Quest, Inc.*

### Sonix

Combine instruments, sampled sounds, and digitized AudioMaster files. On-screen musical editing lets you see each note as it's entered on the staff. Has built-in MIDI controller. Supports eight MIDI voices with up to 32 channels and 16 MIDI patches for each channel, or four Amiga voices and four MIDI voices. Saves files in IFF or RFF formats. Use pre-programmed instruments or create your own using the Sonix synthesizer. \$79.95 *Oxxi /Aegis Development*

### SoundScape Pro MIDI Studio

Recording studio environment provides complete facilities for routing, recording, editing, transposition and playback of any musical performance from both the internal sampled sounds of the Amiga, and/or any external MIDI equipment. Features infinite note and track MIDI sequencer, MIDI Patch Panel links program modules, supports Song Position Pointer to sync with other MIDI clocking systems, MIDI sequence and song editing, step entry for easy note at a time recording/editing. Echo and Trigger modes provide special sequencing effects. Also integrates with the AmiGen genlock for creating music videos. \$179.95

*Mimetics Corporation*

### Synthia II

Synthia II is a complete Sound Synthesis and Processing Studio (Sound Synthesis, Effects Processor, Visual Editor, File Interface) for your Amiga. \$124.95 *The Other Guys*

### Synthia Professional

A 16-bit synthesizer effects processor, visual editor, sampler/file interface. Create single and multi-sample instruments for use with most music programs or your favorite MIDI Keyboard Sampler. \$395.00 *The Other Guys*

### The Hyperchord Music Exploration Kit

The kit consists of a disk of 4 interrelated programs, centering around Hyperchord. Other programs include Mode Maker, Rhythm Maker and Holistic Window. With Hyperchord you can create, store and manipulate RIFFs in real-time. In design mode create anything from simple scale runs to complex RIFF waves. Play mode allows you to improvise and loop any of the RIFFs. Customize modes in Mode Maker. Spectral colors are used to show the tonal relationships of the notes. The unique 3D interface and the graphics alone make this a fascinating and fun program to use. \$129.00

*Hologramophone Research*  
*please see ad page 49*



### Tiger Cub

A 12-track sequencer with real-time graphic editing and instant standard musical notation for display and printout. Fully MIDI compatible, yet no MIDI is required. For the beginner as well as the semi-professional. \$99.00  
*Dr. T's Music Software, Inc.*

## ◆ EDITOR/LIBRARIANS ◆

### 4-OP Deluxe

Graphic editor/librarian for the TX-812, FB01, DX100, DX21, and DX27. \$149.00  
*Dr. T's Music Software, Inc.*

### C-ZAR

Editor/librarian for Casio CZ-101, CZ-1000, and CZ-1 synthesizers. Includes 200 pro sounds; easy start up; automatic loading, saving, and cataloging of disk sounds. Cut and paste, duplicate, rename and delete sounds, banks, and disk files. Overlays large, color coded and dragable sound envelopes on a logarithmic time display. Continuous display and sound updating, flexible undo feature. Mouse operation features intuitive panel displays. 200-note sequencer; 80-page indexed manual. \$99.00  
*Diemer Development*

### Caged Artist

Editor/librarian. Multitasking graphic editor librarian for the Roland D-110. Point-and-click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software, Inc.*

### CZ Rider

Graphic editor/librarian for the Casio CZ series of instruments. \$149.00 *Dr. T's Music Software, Inc.*

### DWEL

DWEL is an Editor and Librarian for the Korg DW-8000 Synthesizer that uses the advanced computing environment of the Amiga computer, and uses a MIDI interface to connect the two. DWEL has two different screens, one the librarian, the other is a patch editor. DWEL's librarian is an advanced system for storing, retrieving, arranging, and sending patch (instrument) sounds through MIDI. The Editing features of DWEL are simple and logical, but also very powerful. It is no longer necessary to remember parameter numbers and settings to alter or create sounds. DWEL's editor graphically illustrates all characteristics of the patch's sound. \$79.00 *Synthetic Reality Software*

### DX Heaven

Graphic editor/librarian for the Yamaha DX-7. \$149.00 *Dr. T's Music Software, Inc.*

### ESQ-1 Caged Artist

Editor/librarian. Multitasking graphic editor librarian for the Ensoniq ESQ-1. Point-and-click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software, Inc.*

### ESQuapade

Graphic editor/librarian for the ESQ-1 and SQ-80. \$149.00 *Dr. T's Music Software, Inc.*

### Kawai K-3 Caged Artist

Editor/librarian. Multitasking graphic editor librarian for the Kawai K-3 series. Point-and-click editing of all parameters. Requires MIDI interface. \$175.00 *Dr. T's Music Software, Inc.*

### Kawai K-5

Graphic editor/librarian for the Kawai K-5. \$175.00 *Dr. T's Music Software, Inc.*

### Kawai-1 Caged Artist

Editor/librarian. Multitasking graphic editor librarian for the Kawai K-1 series. Point-and-click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software, Inc.*

### MIDI SampleWrench

Complete visual editor system which works with 16-bit CD quality sounds. Quickly performs subtle or dramatic sound variations. Full cut-and-paste editing is available along with processing and mixing tools. Previews sounds using the Amiga's internal voices uploads and downloads sounds to your favorite MIDI sampler including prophet 2000, TX16W EPS, E-MAX, S900, S950, S1000. Includes many other features. Requires MIDI interface and 512K (1 meg or more recommended). \$279.00 *dissidents*

### Oberheim Matrix 6/1000 Caged Artist

Editor/librarian. Multitasking graphic editor librarian for the Oberheim Matrix 6/1000. Point-and-click editing of all parameters. Requires MIDI interface. \$149.00  
*Dr. T's Music Software, Inc.*

### PCM-70 Caged Artist

Editor/librarian. Multitasking graphic editor librarian for the Lexicon PCM-70. Point-and-click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software, Inc.*

### QuickPatch

Librarian and Patch Editor for Roland D-10 /110 /20 Keyboards. Allows swapping of sounds between banks. Quickly creates new Performance Patches with pop up windows, displaying sound names. Makes full use of the easy-to-use Amiga interface. \$49.95  
*K & M Technology*

### Roland D-50 Caged Artist

Editor/librarian. Multitasking graphic editor librarian for the Roland D-50. Point-and-click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software, Inc.*

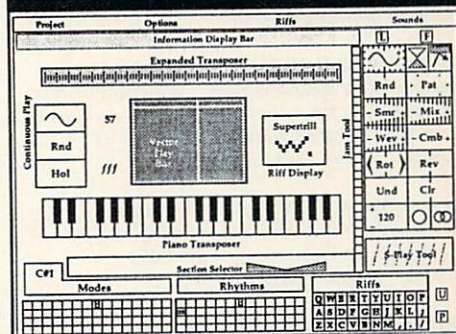
### Roland MT-52 Caged Artist

Editor/librarian. Multitasking graphic editor librarian for the Roland MT-52. Point-and-click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software, Inc.*

## THE DYNAMIC RIFF SEQUENCER

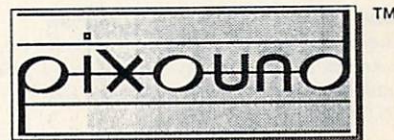


by Hologramphone Research



Turn your Amiga into a powerful new instrument with *Hyperchord™*, the dynamic riff sequencer. Create themes, from simple scale runs to complex "Riff Waves," using original Hg functions such as Smear, Rotate, Weave, Reverse, and Mix. Change pitch, speed, rhythm, harmonies and orchestration. For intense riffing, switch between 60 user-defined cycle modes and 40 rhythms, or employ unique cyber-musical tools such as Holistic Play and Vector Play. Store for real-time playback or record performance. Disk includes three *Hyperchord* utilities: *Mode Maker*, *Rhythm Maker*, and *Holistic Window*.

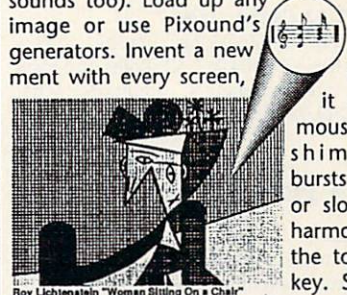
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## THE MUSICAL GRAPHICS PLAYER

*Listen to a Lichtenstein!*

*Pixound™* is new kind of musical instrument as well as a powerful MIDI controller (uses Amiga sounds too). Load up any graphic image or use *Pixound's* screen generators. Invent a new instrument with every screen, then play it with the mouse. Create shimmering bursts of notes or slow, lyrical harmonies with the touch of a key. Save your work either as a musical sequence or a screen—or both. Great fun for the beginner; endless challenge for the virtuoso.



Circle 109 on Reader Service card.



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Research**  
6225 S.W. 145th Street  
Miami, Florida 33158





#### **Sound Quest CZ Master Librarian**

Master editor/librarians available for both PC and the Amiga, to store, retrieve, modify, and create sounds to be used with the Casio CZ series. \$125.00 *Sound Quest, Inc.*

#### **Sound Quest D-10 Master Librarian**

Master editor/librarians available for both PC and the Amiga, to store, retrieve, modify, and create sounds to be used with the Roland D10. \$150.00 *Sound Quest, Inc.*

#### **Sound Quest D-50 Master Librarian**

Master editor/librarians available for both PC and the Amiga, to be used with the D-50. \$150.00 *Sound Quest, Inc.*

#### **Sound Quest DX Master Librarian**

Master editor/librarians available for both PC and the Amiga, to store, retrieve, modify, and create sounds to be used in particular synthesizers. \$150.00 *Sound Quest, Inc.*

#### **Sound Quest Generic Master Librarian**

Master editor/librarians available for both PC and the Amiga, to store, retrieve, modify, and create sounds to be used in particular synthesizers. \$125.00 *Sound Quest, Inc.*

#### **Sound Quest SQ-80 Master Librarian**

Master editor/librarians available for both PC and the Amiga, to store, retrieve, modify, and create sounds to be used with the Ensoniq SQ-80/ESQ-1/ESQ-M. \$150.00 *Sound Quest, Inc.*

#### **Sound Quest TX802 Master Librarian**

Master editor/librarians available for both PC and the Amiga, to store, retrieve, modify, and create sounds to be used with the Yamaha 802. \$175.00 *Sound Quest, Inc.*

#### **Sound Quest TX81Z Master Librarian**

Master editor/librarians available for both PC and the Amiga, to store, retrieve, modify, and create sounds when used with the Yamaha TX81Z/DX100/DX21. \$150.00 *Sound Quest, Inc.*

#### **Yamaha MT-52 Caged Artist**

Editor/librarian. Multitasking graphic editor librarian for the Yamaha MT-52. Point-and-click editing of all parameters. Requires MIDI interface. \$149.00 *Dr. T's Music Software, Inc.*

### ◆ PERCUSSION ◆

#### **Drum Studio**

Drum Studio turns your Amiga into a powerful dedicated drum machine! Each sound has 16 different volume and pitch controls providing over 5000 different drum sounds in memory. Features include up to 100 patterns in memory; real time indicator to allow easy volume and pitch adjustment; adjustable BPM (beats per minute) from 30 to 240; keyboard template for quick reference; plus many more features. \$29.95 *DigiTek Software*

### ◆ PROGRAMMING ◆

#### **HMSL**

Hierarchical Music Specification Language. An object-oriented Forth-extension language for experimental music composition. Three modules: graphic editor (CREATE), real-time stimulus response environment (PERFORM), and complex hierarchical scheduler (EXEC). Includes utilities for designing real-time intelligent instrument, controlling and responding to MIDI devices, more. Includes source code. Requires JForth. \$150.00 *Frog Peak Music*

### ◆ SONGS ◆

#### **Four Disk Set**

The Rock Disk, Digital Synthesizer Disk, Grab Bag Disk, Orchestral Disk all in one package. \$79.95 *Blue Ribbon Bakery, Inc.*

#### **Game Play**

By Jim Cuomo. Top scores from computer action adventures. \$14.99 *Pigeon Music*

#### **Hot & Cool Jazz**

New music and instruments for Instant Music™, Deluxe Music Construction Set™, and DeluxeVideo™. Over 40 original tunes cover jazz history from ragtime to fusion. A dozen instruments including Les Paul guitar, chord harmonica, and jazz sax. \$29.95 *Electronic Arts*

#### **It's Only Rock and Roll**

New collection of 40 original songs from eight eras of rock history. For use with Instant Music, Deluxe Music Construction Set, and DeluxeVideo. Twenty-two new instruments and a 24-page manual covering the development of rock music from 1956 through the 70's. \$29.95 *Electronic Arts*

#### **SoundTrax I and II**

Play along with or study this library of Sonix compositions to tips on how to create your own Sonix scores! Use special pre-programmed instruments to enhance your own compositions. Volume I includes Top 40's and Blues, while Volume II includes Fifties-style compositions. \$19.95 *Oxxi/Aegis Development*

### ◆ SOUNDS AND INSTRUMENTS ◆

#### **A Sound Library Vol. 1 to 3**

A 3-volume set. New digitized sounds for Amiga musicware. IFF soundfiles suitable for Microillusions' Music X software. \$66.00 *EyefulTower Communications/Earful Tower Productions*

#### **Animation**

Sound effects disk with 45 real and synthesized IFF sounds. Door knocks, footsteps, machinery, more. \$19.95 *WaveTable Technologies*

#### **Big Dollar Synth**

Unusual sound samples from hi-end synths, spread over 6 octaves. Mimetics and IFF formats. \$19.95 *WaveTable Technologies*

#### **Composer's SoundLib**

Mimetics' Exclusive (Vol. 3) Sampled sound libraries in Mimetics format. Over 30 samples per disk. Real instruments and custom programmed synthesizers. \$19.95 *WaveTable Technologies*

#### **Composer's SoundLib IFF Portable, Volumes 1 - 6**

DMCS and Sonix compatible sampled IFF sound libraries. Over 30 sounds per volume (disk). \$19.95/volume *WaveTable Technologies*

#### **Composer's SoundLib Mimetics' Exclusive, Volumes 1 and 2**

Sampled sound libraries in Mimetics format. Over 30 samples per volume (disk). Real instruments and custom programmed synthesizers. \$19.95/volume *WaveTable Technologies*

#### **DX Voices**

Sounds for the Yamaha DX Series. \$49.00 *Dr. T's Music Software, Inc.*

#### **FAT SOUNDS**

Non-8SVX samples for professional & home use. Three disks of brand new sound / instrument libraries. \$59.95 *EyefulTower Communications/Earful Tower Productions*

#### **Instrument Voice Disks**

Data disks for Dr. T's sequencer and patch editor/librarians. *Dr. T's Music Software, Inc.*

#### **Mellotron**

Mellotron instrument samples. Original issue cello, violin, and flute voices. Mimetics, IFF format. \$19.95 *WaveTable Technologies*

#### **Modern Percussives**

Over 60 sampled real and percussive sounds for music composition programs. Available in IFF. \$19.95 *WaveTable Technologies*

#### **MT-32 Voices**

Sound for the MT-32 editor. \$49.00 *Dr. T's Music Software, Inc.*

#### **Real Brass**

Real brass instruments for composition programs. Trumpet, tuba, french horn, trombone, more. IFF and Mimetics format. \$19.95 *WaveTable Technologies*

#### **Sonic Spectrum**

Instrument libraries: Rock and Roll Library; Classical Library; Special Effects Library; Percussion Library. Over 750 instruments in all. Compatible with all music based software that supports IFF or Mimetics format uploadable sound samples. All samplers contain four disks with over 50 realistic instruments. \$59.95 each (\$199.95 for all four) *DATASOUND*



## T.F.M.X. Soundtool

Soundtool for all Amiga computers. Offering special effects like mixing sound effects, fade in/out integrated, vibrato, portamento, envelopes, and echo. Can be called up as CLI command. Song continue mode (after jingles). System can be extended (updates possible).

\$79.95 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

## Symphony Songs

Collection of nearly 1000 sampled sounds, including Beatles, Classical, Rock, more. DMCS, Music Studio or Sonix format. Price unavailable. *Speech Systems*

## The Digital Synthesizer Disk

26 exotic instruments generated by synthesis software. IFF or Soundscape format.

\$24.95 *Blue Ribbon Bakery, Inc.*

## The Grab Bag Disk

26 unusual and ethnic sounds and effects. Bali flute, dog bark, more. \$24.95

*Blue Ribbon Bakery, Inc.*

## The Orchestral Disk

17 multi-sampled sounds including strings, grand piano, more. \$24.95

*Blue Ribbon Bakery, Inc.*

## The Rock Disk

Drum kits, guitars, bass, organ, synth sounds and more. \$24.95 *Blue Ribbon Bakery, Inc.*

## ♦ TUTORIALS ♦

### AudioMaster II

Save sampled stereo sounds as 5-octave Sonix instruments. Visually display waveform of your favorite sound file. Use sound digitizing to load samples into AudioMaster II and change pitch, sample rate (56K), volume, and octave. Edit digitized samples, add special effects.

\$99.95 *Oxxi/Aegis Development*

### Audiotools for the Amiga

Based on an article published in July/Aug 87 Amiga World, disk contains source and object in both C and Modula-2 that simplifies direct access to the audio device. Updated since publication of the original article, and includes the original unedited article text (with updates included). No licence required for use. \$8.00 *DATAPATH*

### Aural Intervals

Recognizing the distance between two pitches is the first technique taught in ear training. Correctly hearing and identifying intervals takes practice and a trained ear. It is also a skill that is awkward to practice by yourself. Now with the help of Aural Intervals and your Amiga computer, ear training is as simple as a video game. Aural Intervals randomly selects an interval and then randomly selects the lowest pitch to begin the interval on. The Amiga plays the sound for you. If you don't get it on the first try, press the play again button and the interval

will be repeated. If you're not sure what it is, ask Aural Intervals to hint at the darkness or brightness of the intervals quality. If still unsure, inquire whether the interval is greater or less than a Perfect 5th. As a last resort, select the Melody Hint button and Aural Intervals will play a short melody that is identified with the interval. Aural Intervals is a positive and reassuring method to master the art of interval ear training.

\$19.00 *Synthetic Reality Software*

### Copyist Apprentice

Music printing and scoring program prints 5 pages of music on a dot-matrix printer.

\$99.00 *Dr. T's Music Software, Inc.*

### Copyist DTP

Music printing and scoring program prints 100 pages of music on dot-matrix, laser, or PostScript printer. With Adobe Sonata fonts. Supports IFF and EPS files. \$339.00

*Dr. T's Music Software, Inc.*

### Copyist Level I

Transcription program includes a full complement of music symbols and transcribes treble, bass, alto, and percussion clefs. Also allows you to convert any of the supported formats to any other. \$99.00

*Dr. T's Music Software, Inc.*

### Copyist Professional

Music printing and scoring program prints 50 pages of music on dot-matrix and laser printers. Reads and writes sequence files; prints and automatically transposes parts. \$275.00

*Dr. T's Music Software, Inc.*



# Amazing COMPUTING™ AMIGA

*For The Commodore*

## TOWERING ABOVE THE COMPETITION





### **Dr. Drums, Dr. Keys, Bach Songbook**

Data disks for sequencer and patch editor/librarians. Songbook contains 2-part inventions, 3-part sinfonia, 4-part fugues. \$29.00

*Dr. T's Music Software, Inc.*

### **EnCopy**

A diskcopy utility for making backups of Ensoniq keyboard disks using the Amiga computer. The EnCopy package will backup such programs as Mirage™, SQ-80™, EPST™, and VFXsd™ 3.5 floppies. \$20.00 *Bigfoot Computer Services dba Bigfoot Software*

### **Guitar Chords**

Guitar Chords is a program for the Amiga Computer that will tutor a beginning guitar student in learning and correctly playing chords for the guitar, by illustrating the correct fingering on the Amiga's screen. Finger numbers and color schemed dots clearly show fingerings. Guitar Chords is designed for the student to have the guitar in hand while running the program. The Amiga sounds the notes of the chord so that the student hears instantly if he has fingered the chord correctly. Also, tuning is a breeze as Guitar Chords plays the correct pitch for each string. All Major, Minor, Major7 and Minor7 chords are included in the program. \$39.00

*Synthetic Reality Software*

### **MIDI Sample Wrench**

Sound editor that works with 16-bit CD quality sounds. Quickly perform either subtle or dramatic sound variations. Full cut-and-paste editing available, along with free-hand drawing, DSP, and sound mixing tools. Preview sounds with the Amiga's internal voices. Works with MIDI based samplers. Since sampler support is provided via libraries, new samplers are very easy to add. Requires MIDI interface and 512K RAM minimum. \$279.00 *dissidents*

### **MIDI-Mice**

MIDI-Mice is a man-machine interface for the Amiga, for use in your interactive hypermedia productions and performances. By emulating all mouse and keyboard functions, MIDI-Mice software allows you to control virtually any video, music, or paint programs from your MIDI instruments. \$85.00 *Tensor Productions*

### **Music Student I**

Lessons in music theory. 178 lessons on one disk: intervals, triads, scales, terms, symbols, more. Eight levels, beginner through intermediate. \$59.95 *Associated Computer Services*

### **Music Student II**

Lessons in music theory. 178 lessons on one disk: intervals, triads, scales, terms, symbols, more.

Eight levels, beginner through intermediate.

\$59.95 *Associated Computer Services*

### **Performance**

Database system for performing musicians that tracks MIDI information (synth presets, patch banks, sequences, etc.) for songs in repertoire to automate MIDI setup. Includes a MIDI file sequence player. Contains set-building tools to organize material for live performances. Database is entirely user configurable, is mouse driven, supports standard MIDI files, runs in both interlace and non-interlace modes. The song selection features a large font easily readable from a distance of up to 30 feet from the screen. \$165.00 *Pregnant Badger Music*

### **Real-Time Sound Processor**

The Real-Time Sound Processor features Echo, Reverberation, AM and FM Modulation, Vibrato, Over Drive, Stereo Function, 512K sufficient, and MIDI channel selection for Amiga 500/1000/2000. Your creativity combines with the Amiga's amazing musical capability to produce unlimited original sound effects. Choose from PRESET parameters to recreate well-known sound effects, or choose from the fully flexible parameters to create your own new sound effects. All sound processing occurs instantaneously—the samples do not have to be saved previously. You need NO musical training to use this software. *Adept Development*

### **Sound Effects**

Modify Amiga IFF sounds with Echo, Flange, Chorus, Tremolo, Reverse, Harmonize, Fuzz, Compressor, EQ and more. STOMPBOX style user interface. \$59.95 *Musicomp Technologies*

### **Sound Lab Amiga**

A complete visual editing program that features extensive visual waveform and voice parameter editing, powerful audio processing, graphic looping aids and a unique wavesample librarian for the Ensoniq Mirage Digital Sampling Keyboard. A complete MASOS implementation provides fast editing and processing functions without lengthy wavedata transfers. In addition, unique features like interpolation and compression improve sample quality. \$295.00 *Blank Software*

### **Utilities #1**

Eight additional modules for SoundScape: Mouse Bender, System X, Frame Counter, Fuel Gauge, Clock Divider, more. \$49.95 *Blank Software*

## ◆ UTILITIES ◆

### **AudioLink**

16-bit linear stereo audio processor with sound sampling capabilities. \$795.00 *Associated Computer Services*

## ◆ MISCELLANEOUS ◆

### **DNA Music**

Plays music based on DNA sequences. Features menu choice of DNA, speed, tone, and channel. Two octaves in the key of C. \$19.95 *Silver Software*

### **Fractal Music**

Music based on fractal mathematics. Two octaves in the key of C, graphics of filled polygons, 640 x 240 resolution. \$19.95 *Silver Software*

### **MindLight 7**

Combined with Visual Aural I graphic arts software generates real-time animated graphics that derive their energy from any music or other audio source. Music affects the color, movement, object shapes, and patterns in a number of different ways. Can be combined with any IFF picture in any resolution or any IFF brush. Also combines with LIVE! by A Squared. Includes an oscilloscope and a frequency counter for analyzing and a MIDI player and recorder which accepts IFF music files or files compatible with Dr. T's music software. \$198.00 *Visual Aural Animation*

### **Pattern Splatter**

Random-sequence generator that deals with arpeggiation patterns, randomizes various MIDI parameters within user-controlled ranges. \$49.95 *Mimetics Corporation*

### **Protein Music**

Plays music based on protein amino acid sequences. Menu choice of protein, speed, tone, channel. Two octaves. \$19.95 *Silver Software*

### **Rules for Tools**

Now you can create you own tools from scratch using this comprehensive guide to the ins and outs of Bars&Pipes. Rules for Tools, part of the Bars&Pipes Add-on series, includes over 100 pages of documentation plus plenty of source code examples. To order your copy of Rules for Tools, send a check or money order. \$49.00 *Blue Ribbon Bakery, Inc.*

### **RXMix**

16-channel programmable mixer for Yamaha RXII drum machines. \$79.95 *Pregnant Badger Music*

### **Waveform Easel**

Use the mouse to draw any curve to define waveform tables that the Amiga uses to make sounds. \$19.95 *Silver Software*



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## ♦ GENERAL ♦

### Designasaurus™

Three programs in one! Walk-A-Dinosaur, where the user walks either a Brontosaurus, Stegosaurus or Tyrannosaurus Rex through three ages. Build-A-Dinosaur by combining a head, neck, tail and body from several different real dinosaurs, and Print-A-Dinosaur-where 12 dinosaurs can be printed out in its natural habitat along with a description. Using DeluxePaint by Electronic Arts, color your favorite Dino and print the creature out. \$49.95 *Britannica Software*

### Discovery

Game Disk with Math or Spelling. Save the Starship Discovery by guiding crew members through the starship and answering questions. Avoid the aliens, collect fuel crystals, and save the ship. Easy playability and compelling graphics. Game disk in Math or spelling; expansion disks in Trivia 1 and 2, Science, History, Geography, Spelling 1 and 2, Math 1 and 2, Math Concepts, Language, and Social Studies. \$39.95 *MicroIllusions*

### Magical Myths

Three stories with graphics, glossary, and questions. Several games, mini-word processor. Ages 8-12, 1-2 players. Helps build important vocabulary and comprehension skills while learning about the wonders of the ancient Greek myths. Uses speech. \$49.95  
*Unicorn Software Company*

### Trivia 1 Expansion Disk for Discovery

Trivia categories include Nobel Prize winners, sports, and famous quotes. Discovery program disk required. \$19.95 *MicroIllusions*

### Trivia 2 Expansion Disk for Discovery

Trivia categories include movies, space travel, and famous people. Discovery program disk required. \$19.95 *MicroIllusions*

### Where In The U.S.A. Is Carmen Sandiego?

Now she's out to steal the great treasures of the United States. As you travel, you'll learn about the geography, economy, and history of all 50 states plus the District of Columbia. Package includes Fodor's USA travel guide. You'll work your way up through ten detective ranks. Also available in school edition. \$49.95 *Broderbund Software Inc.*

## ♦ BIOLOGY ♦

### Biology By Martha: Human Biology CE

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Human Biology HSE

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Invertebrate Animals CE

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Invertebrate Animals HSE

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Microbiology CE

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Microbiology HSE

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Plants CE

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Plants HSE

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Reproduction CE

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Reproduction HSE

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Vertebrate Animals CE

Provides graphics, explanations, and tests for self-study and reference. This is the college edition (1 disk). \$79.00 *Lee Software*  
*please see display ad inside back cover*

### Biology By Martha: Vertebrate Animals HSE

Provides graphics, explanations, and tests for self-study and reference. This is the high school edition (1 disk). \$39.00 *Lee Software*  
*please see display ad inside back cover*

### Biology by Martha College Edition

Combination human-biology and micro-biology. \$199.95 *Lee Software*  
*please see display ad inside back cover*

### Biology by Martha High School Edition

Combination human-biology and micro-biology. \$99.95 *Lee Software*  
*please see display ad inside back cover*

### Birds 'N' Bees

Facts of life instruction. \$14.95 *Intracorp, Inc.*

## ♦ BUSINESS ♦

### Starting a New Business

Realistic simulation teaches the principles of starting a new business venture. \$59.95  
*Queue, Inc.*

### The Ad Game

Learning objective is to read a vertical bar graph and interpret the data for maximum results. The student is given a product to sell and profile the age groups that buy it. The goal is to use the most effective advertising medium (radio, TV, newspaper, magazine) to reach the greatest audience. \$29.95 *MicroEd*





# EDUCATION

## ◆ ECONOMICS ◆

### Spell M-O-N-E-Y

The learning objective is to identify the definitions of basic economic terms. The student's goal is career advancement and security through education and promotion. Wages and saving may increase as a part of performance evaluation. \$29.95 *MicroEd*

## ◆ ELEMENTARY ◆

### A Christmas Carol

Complete bookdisk of Dickens' A Christmas Carol with at least 10 illustrations and talking slide show. Two disks. \$7.00 *Jumpdisk*

### Aesop's Fables

Twelve illustrated stories with reading and vocabulary questions, 800-word spelling list. Ages 6-9, 1-2 players. Four different learning games are included. You may also add your own weekly spelling lists for practice. Memory game options include matching pictures to pictures, pictures to words, words to words or words to contractions. Uses speech and great graphics. \$49.95 *Unicorn Software Company*

### Clock Works

Version 1.1 PAL and NTSC available now. Teaches telling the time and introduces number ideas. Clocks of four sorts and shapes with digitized sound: Cuckoo, Westminster chimes, and human speech. Digital clock has 24 hour option. Works in clocksetting and question modes. *Hokianga Software*

### Coloring Disk #1-Alphabet

To be used with My Paint™, Coloring Disk #1 presents all the letters of the alphabet with a corresponding drawing to color in. Each letter also has accompanying digitized speech, which enunciates the name of the letter and the object or animal next to it. All new drawings include: cake, duck, fruit, elephant, goat, kite, owl, inchworm, vegetables, xylophone, watermelon, jam, bear, and more! \$29.95 *Centaur Software Inc.*

### Coloring Disk #2-Majelix

To be used with My Paint™, Coloring Disk #2-Majelix™ is a beginning reading method based on phonics and sight reading. The Majelix coloring disk provides an introduction to all twenty-nine of the Majelix characters. The names of these enjoyable characters contain all the clues to the series one phonics code. These coded names provide the child with an easily accessible unconscious reference to the phonics code. \$29.95 *Centaur Software Inc.*

### Crayons And Rainbows

Teaches preschoolers about colors in a fun game format with animated characters and colorful graphics. Requires 1 MB RAM and 2 disk drives. \$19.95 *The Trumor Company, Inc.*

### Dinosaur Discovery Kit by First Byte

Zug the Megasauros is a fun, talkative character that introduces children to a wealth of learning activities with one of their favorite subjects... dinosaurs. It is rich in graphics, enhanced with unlimited text-to-speech and effective in building children's skill. \$39.95 *Electronic Arts*

### Discover Chemistry

Test your knowledge of melting points, density, and the periodic table. Bonus programs include origins, notable people and events. (Ages 12 to adult) \$19.95 *Maverick Software, Inc.*

### Discover Math

Math is made exciting and easy! Users choose from decimals, orders of operation, base switch plus algebraic, linear and quadratic equations. (Ages 10 to adult) \$19.95 *Maverick Software, Inc.*

### Discover Numbers

This comprehensive package includes addition, subtraction, multiplication and division plus a time section covering hours, days, and dates. (Ages 8 to adult) \$19.95 *Maverick Software, Inc.*

### Discover the Alphabet

Users cover everything from letters and abbreviations to words containing three, four, and more letters in this exciting but challenging program. (Ages 6 to adult) \$19.95 *Maverick Software, Inc.*

### Discover U.S.History / Geography

This complete package contains History and Geography programs. Discover the Union States, Presidents and notable people and events in History. Then test your knowledge of areas, population and distances. (Ages 8 to adult) \$19.95 *Maverick Software, Inc.*

### Donald Duck's Playground

Educational game teaches financial concepts, logic, planning, and spatial reasoning. Help Donald Duck earn money to build a playground for his nephews. Sort airline baggage, work at a produce market, help out at a toy store, and run the Amquack railroad. *Sierra On-Line*

### Early Math MA-902

Adding With Objects, Subtracting With Objects, What Number is Missing?, and Count 'Em. \$49.95 *MicroEd*

### Electric Crayon Deluxe:

#### All Dogs Go To Heaven

Simply point and click on the color palette of 24 colors (there are 4,906 colors available), then click the crayon in the area you want to fill! The Electric Crayon Deluxe computer coloring books offer Custom Banner, Calendar, and Poster-Making capabilities and digitized sound. Design a banner with a colored picture at each end and your personal message in the middle. Write poster messages to be displayed below your work of art, or print the picture with the computer-supplied description that will describe

facts about the animal you've just colored! Make calendars and mark special occasions with 64 colored stickers enclosed in the package. \$39.95 *PolarWare*

### Electric Crayon Deluxe: At the Zoo

The next best thing to being there! As each picture is accessed, a digitized sound file is played of the lion, tiger, bear etc. You can color the picture and play the sound over an over. There is also a Description file to accompany each picture containing information and little known facts about the featured animal. Each picture can be printed in color and black and white with one of six print options, including: Custom Banner, Personalized Message, Print with Description, Print with Calendar. A sheet of 64 colored stickers is included to mark special days on the calendars. \$39.95 *PolarWare*

### Electric Crayon Deluxe: Coloring Calendars

Coloring Calendars (with digitized sound) promises to provide hours of entertainment and learning for all ages. Simply point and click on the color palette of 24 colors (there are 4,906 colors available), then click the crayon in the area you want to fill! The Electric Crayon Deluxe computer coloring books offer Custom Banner, Calendar, and Poster-making capabilities. Design a banner with a colored picture at each end and your personal message in the middle. Write your own poster message to be displayed below the work of art, or print the picture with the computer-supplied description that will tell you all about the holiday or season you've just colored! Make calendars and mark special occasions with 64 colored stickers enclosed in the package. \$39.95 *PolarWare*

### Electric Crayon Deluxe: Dinosaurs Are Forever

Dinosaurs Are Forever will grab the imagination of children of all ages as digitized sounds of a dinosaur are played with each picture. You can color the picture and play the sound over and over. There is a Description file to accompany each picture containing information and little known facts about the dinosaur shown. Each picture (26 total) can be printed in color and black and white with one of six print options, including: Custom Banner, Personalized Message, Print with Description, Print with Calendar. A sheet of 64 colored stickers is included to mark special days on the calendars. \$39.95 *PolarWare*

### First Letters & Words by First Byte

Talking computer friend teaches young children letters and words, upper case and lower case letters, and helps build reading vocabulary. Age 3-8. \$39.95 *Electronic Arts*

### First Shapes by First Byte

Talking computer tutor teaches geometric shapes to children. Encourages children to make toys, or challenge skills in a matching game. \$39.95 *Electronic Arts*





## KidTalk by FirstByte

Talking notebook reads back in male or female voice. Pull-down and graphic menus; built-in pronouncing dictionary; guided tour and Help screens; options for editing, printing, and secret coding. \$39.95 *Electronic Arts*

## Kim

PAL and NTSC versions available now. This is ostensibly a memory development game (Kim's Game- Rudyard Kipling) with recognition of letters, numbers and common articles, but is valuable for development of basic reading skills and many other purposes. Provision for teacher/parent modification. *Hokianga Software*

## Kinderama

Five talking games with animated graphics. Beginning addition, subtraction, upper and lower case letters, and more. Awarded Best Educational Program of 1988 by Commodore. Uses speech to enforce learning. Also includes a Robot Construction Set for creative fun. \$49.95 *Unicorn Software Company*

## Little Red Hen (story diskette)

Enjoy the story of the Little Red Hen as she works, plants and harvests the wheat. Make flour and bake bread. Enjoy digitized and synthesized sounds, music and animation. (For use with Talking Storybook reader diskette.) \$29.95 *Designing Minds, Inc.*

## Match-it

Teaches children basic colors and shapes through games and tutorials. \$39.99 *The Other Guys*

## My Paint

My Paint is an educational paint program with built-in coloring book. It has wonderful graphics and great digitized sounds, and is so easy to use for children. \$49.95 *Centaur Software Inc.*

## Nimble Numbers

Count, add, subtract, multiply, divide. Preschool to age 8. Remedial: used in New Zealand schools. Bright graphics, natural digitized speech. *Hokianga Software*

## Nursery Rhymes (story diskette)

Children learn to read with familiar rhymes such as Jack and Jill, Humpty Dumpty, Little Miss Muffett, and more. (For use with Talking Storybook reader diskette.) \$29.95 *Designing Minds, Inc.*

## RE-910 Learning the Alphabet

Learning the Alphabet teaches children to recognize upper and lower case letters in the proper order. \$29.95 *MicroEd*

## RE-915 Beginning Reading

Beginning Reading Skills 4 Disks, grades K-3. Over 1000 words in sentences varying in difficulty from: A MAN RAN. to SEE A HAWK FLOAT IN THE BREEZE. \$89.95 *MicroEd*

## Read&Rhyme

Outer-space theme. Talking language arts activities in phonics, reading, rhyming and more. Ages 5-10, 1-2 players. \$49.95 *Unicorn Software Company*

## Read-a-Rama

Talking program with 6 language arts activities. Includes authoring system for parents to create lessons. Ages 5-8 (2 disks). Parents may add weekly spelling lists for practice. \$59.95 *Unicorn Software Company*

## Reading Adventure 1 - 3

Interactive reading games allow players to participate in completing the stories. Adventures 1-3. Each \$39.95 *Queue, Inc.*

## Reading and Thinking I - III

Reproducible classroom exercises in inferential thinking and reading comprehension. Each \$54.95 *Queue, Inc.*

## Robot Readers

Reading games that use popular fairy tales to help children learn to read. Child reads aloud, each word changes color as it is read. Adjustable reading speed. Titles include:

Aesop's Fables  
Chicken Little  
The Ugly Duckling  
Three Little Pigs  
Little Red Hen  
Noah's Ark  
The Three Bears (Goldilocks)

\$29.95 each. *Hilton Android*

## SmoothTalker by First Byte

Converts English text or numbers into natural sounding speech. Use it to proofread, tell stories, etc. Adjust gender, pitch, tone, volume, and pronunciation. \$39.95 *Electronic Arts*

## Tales From The Arabian Nights

Three stories with graphics, questions, and glossary. Several games, mini-word processor. Ages 8-12, 1-2 players (2 disks). Talking program helps develop important comprehension and vocabulary skills. \$49.95 *Unicorn Software Company*

## The Adventures of Sinbad

Three stories, over 600 questions. 1-2 players. Join Sinbad to earn his fortune and see the world. Includes mini-word processor, more. Talking program builds vocabulary and comprehension skills. \$49.95 *Unicorn Software Company*

## The Legend of Sleepy Hollow

A complete bookdisk of The Legend of Sleepy Hollow. Includes over 10 illustrations and talking slide show. \$4.00 *Jumpdisk*

**The Sesame Street Crayon Series: Opposites Attract, Numbers Count, and Letters for You**  
The Sesame Street Gang introduces children to

the opposites, numbers, ABC's. Offers coloring entertainment and education. Contains dozens of reusable pictures with point and click coloring. This program includes digitized sound files of children's voices describing each picture, which can be played over and over. There is also a poem accompanying each picture to enhance learning. Each picture can be printed in color or black and white with one of six print options including: Custom Banner, Personalized Message, Calendar, Print with Description. There is a sheet of 64 stickers included to mark special days on the calendars. \$39.95 each. *Polarware*

## The Talking Animator

Easy to use page flipper. Lets each frame have its own palette of colors from 4096. Incorporates talking text into any page of graphics to give you the ultimate doodle pad to create stories or cartoons. All documentation on-line, just press the HELP key. Ghosting feature lets you see images from previous pages for graphics placement and smooth animation. The output works well with genlocks. Runs with 512K, but 1 meg is recommended. Shipped with data disk full of animations and details for submitting your creations to the The Talking Animator. \$49.95 *JMH Software*

## The Talking Coloring Book

Talks to the child and teaches color recognition. Drawing option allows children to draw, color, and print their own pictures. \$29.95 *JMH Software*

## The Talking Storybook (reader diskette)

Teaches reading skills by example. No reading skills are necessary to operate, works for pre-readers also. Uses digitized and synthesized sounds, 4-part harmony music and animation. Read pages sequentially, or flip to any page, forward or backward. Requires reader diskette. \$39.95 *Designing Minds, Inc.*

## The Three Bears (story diskette)

Enjoy a familiar story while learning to read or improve reading skills. Uses digitized sounds, entertaining graphics and 4-part harmony music. (For use with Talking Storybook reader diskette.) \$29.95 *Designing Minds, Inc.*

## The Wonderful Animal Kingdom

Six activities teach about the animal kingdom and develop reading and vocabulary skills. 1-4 players, graphics, voice. Age 6-12. \$49.95 *Unicorn Software Company*

## Uncle D's ConSOUNDtration

The ultimate game of concentration for children 4 & up. Match digitized sounds with colorful graphics. Requires no reading skills. Includes three data bases: ABC's, 123's, and Pixs (animals, tools, environmental, etc.) \$29.95 *AlohaFonts*

## Uncle D's ConSOUNDtration Data Disk #1

Additional games to be used with Uncle D's ConSOUNDtration. Includes commonly seen signs, states of the U.S., and more environmental -animal, music etc. \$24.95 *AlohaFonts*





# EDUCATION

## Where In The U.S.A. Is Carmen Sandiego?

Now she's out to steal the great treasures of the United States. As you travel, you'll learn about the geography, economy, and history of all 50 states plus the District of Columbia. Package includes Fodor's USA travel guide. You'll work your way up through ten detective ranks. Also available in school edition. \$49.95 *Broderbund Software Inc.*

## ♦ ENGLISH ♦

### Antonyms

Antonyms are the focus of this interactive teaching program. Each lesson gives the learner practice in supplying the antonyms of words presented by the computer. The student can request help from the computer as needed. \$29.95 *MicroEd*

### Complete Practical Composition Series

Practical Composition I-V. Improve your writing skills with this 5-disk set. \$229.95 *Queue, Inc.*

### CP-941 Capitalization

Capitalization teaches students how to capitalize words correctly within sentences. \$29.95 *MicroEd*

### Cross-Links

A word-find game that allows players to use their own words to build puzzles. Fun for ages 7 to 70. \$29.95 *Poco Loco*

### Ghostly Grammar

Learn grammar through tutorial and games. Parts of speech, punctuation, and sentences. Grades 3 through 12. \$49.95 *Unicorn Software Company*

### GR-910 Basic Grammar

Basic Grammar teaches students to identify nouns, verbs, adjectives, prepositions, conjunctions, and interjections. \$29.95 *MicroEd*

### How to Spell

A tutorial on the rules of spelling. \$39.95 *Queue, Inc.*

### Image Spinning (Creative Writing)

This program provides practice in putting together effective images that can be used in almost any kind of creative writing, especially in poetry. Throughout this exercise, the computer acts as an idea starter, while the final results are entirely the student's own. \$49.95 *MicroEd*

### Land of the Unicorn

Educational program for grades 3-8 covering synonyms and antonyms, as well as problem solving. Includes intricate maze game. \$49.95 *Unicorn Software Company*

### Practical Composition V

Using words correctly. \$44.95 *Queue, Inc.*

### Practical Composition I

Making words work. \$44.95 *Queue, Inc.*

### Practical Composition II

Logical, clear sentences. \$74.95 *Queue, Inc.*

### Practical Composition III

Selecting the best approach. \$44.95 *Queue, Inc.*

### Practical Composition IV

Making sentences work. \$44.95 *Queue, Inc.*

### Practical Composition Package I

Includes Volumes I through III. \$144.95 *Queue, Inc.*

### Practical Composition Package II

Includes Volumes IV and V. \$144.95 *Queue, Inc.*

### Practical Vocabulary

High school level drill for recognition and use of definitions, antonyms, synonyms, word roots, prefixes. \$54.95 *Queue, Inc.*

### PU-940 Punctuation

Teaches students how to punctuate properly. \$29.95 *MicroEd*

### Spelling: SP-902, SP-903, SP-904, SP-905, & SP-906

Blends speech with screen printed text. For grades 2-6. Eighteen programs per grade-level disk, 360 words, spelling and pronunciation. Each \$29.95 *MicroEd*

### SP-907 Spelling Detective Game

Learn how to spell the 100 most frequently misspelled words. Also teaches the use of phonemes. \$39.95 *MicroEd*

### Spell-A-Fari

Uses synthesized and digitized speech to teach spelling skills. Create and edit spelling lists of up to 54 words. High-quality graphics animations. Six games to print to the printer or play from the computer. \$39.95 *Designing Minds, Inc.*

### Speller Bee by First Byte

Talking speller coach encourages students in three challenging word games. Use 150-word list, or make your own. \$39.95 *Electronic Arts*

### Spelling 1

Expansion Disk for Discovery Spelling game for grades 1 through 10. Requires Discovery program disk. \$19.95 *MicroIllusions*

### Spelling 2

Expansion Disk for Discovery Grades 9 through 12. Spelling proficiency advances through ten levels. Requires Discovery program Disk. \$19.95 *MicroIllusions*

### The Word Master Vocabulary Builder

Four educational activities designed to build word-power skills, including placement test and PacMan-type maze game. Designed for grades 3-8. Expandable with Supplementary Data Disk for grades 9-12. \$49.95 *Unicorn Software Company*

### Usage Boners

In this series of lessons, the user learns to identify common mistakes in usage, such as, I Should Of Know, or He Gave It To Mary And I. \$49.95 *MicroEd*

### VO-920 Vocabulary Series

Vocabulary Series High-level package includes words from the New York Times, Atlantic Monthly, etc. Learner-controlled instruction. \$49.95 *MicroEd*

### Vocabulary Adventure I-III

Players earn treasures by answering progressively challenging vocabulary questions. Each \$59.95 *Queue, Inc.*

### Vocabulary Series Two

In this series of lessons, the user works with words that have the same, or similar, meanings as other words. For example, the words banish and eject could be paired as synonyms. A combination of multiple choice, fill in the blanks, and spelling tasks are involved. The Amiga will provide assistance as needed. \$29.95 *MicroEd*

### WD-915 Word Demons

A lesson in usage of homonyms and verbs. \$29.95 *MicroEd*

### Words That Sound Alike

In this program, the student learns to identify and spell words that sound the same but are spelled differently. For example, wait and weight, or steak and stake. The Amiga provides help when needed. \$29.95 *MicroEd*

## ♦ ENGLISH AS A SECOND LANGUAGE ♦

### LA-981 Learning English as a Second Language

Five disks per package. English as a second language for the beginner. Features many digitized pictures and the Amiga voice. Mouse controls response. \$89.95 *MicroEd*

### LA-982 Learning English as a Second Language

5 disks per package. English as a second language for the beginner. Features many digitized pictures and the Amiga voice. Mouse controls response. \$89.95 *MicroEd*

### Learning English As A Second Language

This 11-disk series begins the job of teaching English as a second language. Digitized pictures are extensively employed. The Amiga speaks throughout the entire series. The MOUSE is the response device. NOTE: This series begins the job of teaching American English as a second language. As such, it is suitable only for persons who do not yet know English. It would be too simplistic for anyone who's beyond that point. \$189.00 *MicroEd*





## McGee visits Katie's Farm

In Katie's Farm, children accompany McGee as he visits his cousin on her farm. In the chicken coop, Katie feeds the chickens and gathers eggs. We see Aunt Thelma milk the cow in the barn, and the children go fishing at the pond. All animated sequences are accompanied by digitized sound. \$39.95 *Laurence Productions*

## ◆ FOREIGN LANGUAGES ◆

### Beginning German

MicroEd used its powerful C.L.A.S. authoring system in collaboration with a German language teacher to create this original program of foreign language instruction. The Amiga speaks German throughout every lesson, and will not allow the student to enter any incorrect word, or even a single wrong letter! The program assumes the learner knows English. \$69.95 *MicroEd*

### French Grammar I - III

Ten lesson modules each. \$34.95 *Queue, Inc.*

### Kwik-Speak

Lessons in conversational Spanish. Beginning Spanish covers present tense; Intermediate Spanish covers past and future tenses. \$49.95 *Eclipse Data Management*

### Linkword

Languages Software and audio tapes. French, German, Spanish, Italian, Dutch, Greek, Portuguese, and Russian. Uses mental imagery to link foreign words to acoustically similar English words. Learn 400 words in 10 hours, less than 1/3 the time of conventional teaching methods. Ideal for travelers, business people, and first year language students. \$29.95 *Artworx*

### Spanish Grammar I - III

Each has ten lesson modules including at least one review of Spanish grammar and vocabulary. \$34.95 *Queue, Inc.*

## ◆ GEOGRAPHY ◆

### Choromap

Make maps showing any data for any area. Produce basemaps with the mouse. \$51.00 *Bassett Geographic*

### Digital Landscape

Lets the user view in 3D the terrain of any area of the U.S., (excluding Alaska and Hawaii). To view an area, data may be entered either from one of the elevation disks which are included with the package or from a topographic map. Digital Landscape uses the data to produce high-resolution, 3D wire-frame renderings and color coded contour maps. User may set map to produce more or less details, rotate map 360 degrees, save to disk as IFF files then transfer to graphics program for the addition of text. Contains over 400,000 elevations taken at regular intervals across the U.S. \$124.95 *Digiscap Software*

## FASTFACTS The United States

A United States map with point and click access to detailed information on all 50 states. Also includes U.S. Constitution and Declaration of Independence. \$19.95 *BTPSoftware*

## Geography Expansion Disk for Discovery

Physical and political geography and more. Grades 9 through 12. Requires Discovery program disk. \$19.95 *Microillusions*

## Great States II

Fun educational game. Learn important and interesting facts about the United States. Complete tutorials on each state. Game information includes state name, capitol, abbreviation, date entered union, state bird, flower and tree. Plus bonus trivia questions. A great time for the whole family. \$39.95 *Designing Minds, Inc.*

## U.S. Geography

Adventure Game format teaches student to identify states, cities, and other geographical features of the United States. \$59.95 *Queue, Inc.*

## World Atlas

World Atlas is the first computerized atlas for the Amiga. It gives you direct access to information and details on more than 170 countries plus all fifty states. With World Atlas you can discover each country's history, population, language, and customs. In addition, World Atlas gives you Earth facts and information about different time sectors and more. To operate the program, you can choose from a displayed world map by clicking on the continent where the country you want is located; then on the location of the country written on the continent. Another way to choose is by using an alphabetical list of the countries. In addition, there is a seek function that allows you to find countries based on information you feed to the computer; such as capital, population, area or language. \$59.95 *Centaur Software Inc.*

## World Geography Adventure I - IV

Each game format teaches students to identify countries, cities, and other geographical features of the world. \$59.95 *Queue, Inc.*

## World Odyssey

World geography in a puzzle format. Select map (12 choices) and answer questions about geography. You control the answer format. Score is kept for the 10 best players. \$49.99 *The Other Guys*

## ◆ HEALTH ◆

### Diabetic Diet Manager

Assists the diabetic in food selection based on his/her doctor's recommendations. \$49.95 *Lee Software*  
*please see display ad inside back cover*

## Health Med

Comprehensive home medical guide. \$99.00 *Lee Software*  
*please see display ad inside back cover*

## Nutri-FAX

Nutritionally analyze your recipes for the most common nutrients. Data base utilizes food items from USDA Handbook 8 and allows for easy user expansion. Includes Variety Cookbook Recipe Disk with over 150 recipes edited for home use. \$59.95 *Meggido Enterprises*

## Nutrition Guide for the Home

Provides nutritional information on a personal basis. Recipe analysis, and daily intake analysis. \$89.95 *Lee Software*  
*please see display ad inside back cover*

## Nutrition: A Professional Guide

A nutrition planning, reference, and analysis tool for the professional (2 disks). \$199.95 *Lee Software*  
*please see display ad inside back cover*

## SC-936 Aids Information Game

Provides basic information on the AIDS virus in a game format for 1-4 people. \$39.95 *MicroEd*

## Total Control Diet

A high-tech approach to weight control and diet. Personal history and specific daily recommendations. \$49.95 *Lee Software*  
*please see display ad inside back cover*

## ◆ HISTORY ◆

### All About America

U.S. history and geography with 16 stories, illustrations, questions, maps and quizzes. Ages 6-11. 2 disks. Each story is followed by comprehension and vocabulary questions. Map disk covers states and capitals, directions, postal abbreviations, North & South before the Civil War, colony maps. Uses speech as an extra stimulus. \$59.95 *Unicorn Software Company*

### American History Adventure

Students meet and identify American historical characters in a challenging game format. \$59.95 *Queue, Inc.*

### History

Expansion Disk for Discovery Grades 9 through 12. Ancient through modern history. Requires Discovery program disk. \$19.95 *Microillusions*

### SS-951 Lewis and Clark Expedition

Five disks. 50 digitized photographs and drawings provide pictorial settings for Lewis and Clark's expedition. \$89.95 *MicroEd*

### SS-952 Across the Plains

Two disk set program features 20 digitized pictures depicting the journey of Americans across the Great Plains to the West Coast. \$59.95 *MicroEd*





# EDUCATION

## SS-953 Early Great Lakes

A 3 disk book on the fur trade. Interactive text, 30 digitized pictures of the European-Indian relationship in the 17th-19th centuries. \$79.95 MicroEd

## SS-954 Making our Constitution

Four disks. Features digitized pictures of the people and events associated with the making of the Constitution. \$79.95 MicroEd

## SS-955 Transcontinental Railroad

Interactive instructional program with digitized pictures of the story of the transcontinental railroad. \$39.95 MicroEd

## SS-956 Introducing Maps

Two disks. Digitized pictures. Improves students' knowledge of geography. \$59.95 MicroEd

## ♦ LOGIC ♦

### Lessons in Reading and Reasoning

The complete four-disk Reading and Reasoning Series which teaches logic and reading by examining various fallacies (please see next listing). \$149.95 Queue, Inc.

### Lessons in Reading and Reasoning 1-4

Lessons in reading and reasoning teach logic by examining various fallacies. Lesson one examines shift-word fallacies and circular reasoning; lesson two, fallacies of inadequate data and the red herring fallacy; lesson three, stereotyping; lesson four, sexism fallacies and proverbs. For grades 9 and up. \$39.95 each. Queue, Inc.

### The Logic Master

Helps develop high-level thinking skills in analogies and number series. Includes fantasy role playing game. Grades 5-12. \$49.95 Unicorn Software Company

## ♦ MATH ♦

### Algebra I

Evaluate, plot, and simplify algebraic expressions. Work with functions, numeric expressions, geometric measurement, systems of equations, and radicals. Find roots and solve quadratic equations, linear equations, more. \$49.95 True BASIC, Inc.

### Arithmetic

Educational programs for studying and reviewing topics in arithmetic. Includes fractions, percent, square roots, metric system and more. \$49.95 True BASIC, Inc.

### Balancing Act

The learning objective is to be able to check a bank statement for errors through addition and subtraction. The student views a checkbook that includes deposits and withdrawals. Errors must

be identified. Accuracy and speed are the factors that will either elevate the player to bank president or land in unemployment. \$29.95 MicroEd

### Boomeraid

Witness outback bushmen removing social undesirables from city park using spear and boomerang. These weapons follow graphed flight paths, with control through a mathematical equation. Also included: Mathbench graphing tutor, teaching graphing concepts, 20 questions to test knowledge on subject matter. Games uses concepts learned in tutor. \$39.50

TSA Media/American Software Distributors

### Calculus

Educational program covers general topics in calculus. Includes graphing and a routine to perform symbolic differentiation on any  $y=f(x)$  function. Display formulae for multiple derivatives, and plot the function and its derivatives on a single graph. Topics include limits, tangents to a curve, minima and maxima, area under a curve using approximation methods, more. \$49.95 True BASIC, Inc.

### DESCARTES!

2D graphing package; allows up to 50 equations composed of all standard operators and functions to be displayed simultaneously in a palette of 8 out of 4096 colors. Calculates derivatives of functions instantly. Allows easy formatting of axes, grids, as well as labelling, either linear or logarithmic. \$39.95

Mindware International

### Decimal Dungeon

Escape the dungeon master by answering math decimal problems. Age 9 and up. Full-screen explanations are given for incorrect answers. Choose to add, subtract, multiply, divide decimals or convert them to percents or fractions. Arcade-style game with each player on his or her own difficulty level. \$49.95

Unicorn Software Company

### Discrete Mathematics

Educational foundation for introducing computer science. Construct truth tables, Venn diagrams, build binary trees and do binary searches, compare sorting algorithms under different conditions. Includes True BASIC source code. \$49.95 True BASIC, Inc.

### Doug's Math Aquarium 1.01A

Doug's Math Aquarium (DMA) is a fast interactive system that allows you to use your Amiga for 'visualizing' mathematical equations. DMA is used by computer artists, engineers, and mathematicians, all of whom praise its ability to cultivate richer, deeper insights to mathematical equations. \$89.95 Seven Seas Software

### Doug's Math Aquarium

Graphic program plots mathematical expressions in 2-D and 3-D color. \$89.95 Seven Seas Software

### FractionAction

Escape the mad professor by answering math fraction problems. Incorrect answers lead to full-screen explanations. Age 9 and up. Arcade-style game for 1 or 2 players with each in his own difficulty level. Choose to add, subtract, multiply or divide fractions. \$49.95

Unicorn Software Company

### Fraction Concepts

There are four programs on this disk. They teach the primary concepts and skills needed to work with fractions. Topics include writing proper and improper fractions and mixed numbers, identifying equivalent fractions, and reducing fractions. \$59.95 MicroEd

### MA-904 Sum-It Mountain

Grades 1-8. Success depends on the student's ability to add numbers rapidly. Carry flag to top of mountain; mistakes return you to the bottom. Clock records climbing time. Brings students to the peak of successful addition! \$29.95 MicroEd

### MA-908 Medal Winner

Grades 4-8. Arrange digits of two numbers to produce the highest product. Create a multiplication problem with three digits (four in advanced level) that will produce highest product. Teaches logic as well as multiplication. \$29.95 MicroEd

### MA-909 Pinball I.Q.

Grades 3-8. Division lessons combined with a video pinball game. Find the whole number part of a quotient in division. Correct answers light up bumpers on a pinball machine and build up score. Game ends when all numbers are lit. \$29.95 MicroEd

### Math 1

Expansion Disk for Discovery Basic four-function math drills for grades 1-7. Requires Discovery program disk. \$19.95 Microillusions

### Math Concepts

Expansion Disk for Discovery Grades 9 through 12. Prepare for SATs, practice problems in algebra, geometry, trig and more. Requires Discovery program disk. \$19.95 Microillusions

### Math Doctor

Teach all basic math functions just like the schools do. Whole numbers and fractions, decimals too. Use borrows and carries just as you would on paper. Easy to use graphics. Interface with speech and positive reinforcement. \$39.95 Designing Minds, Inc.

### Math Wizard

Four educational math games for 1 or 2 players, ages 5-13. Talking program with several skill levels. Add, subtract, multiply, divide or learn how to do word problems. Players can practice math together with each on his own difficulty level and mathematical operation. \$49.95 Unicorn Software Company





## Math-A-Magician

Add, subtract, multiply or divide fractions or whole numbers. Play, practice and learn. Features graphics and speech. \$39.99  
*The Other Guys*

## MathTalk by First Byte

A talking computerized math tutor teaches addition, subtraction, multiplication, and division. Ages 5-13. \$39.95 *Electronic Arts*

## MathTalk Fractions by First Byte

Talking tutor helps students master fractions, decimals and percentages. Teaches students to complete assignments, prepare for tests, and gain new confidence in class. Age 8-15. \$39.95 *Electronic Arts*

## Maxi Taxi

The learning objective is to determine maximum earnings in a work situation by relating time to money. The student earns as much as possible per hour as a taxi driver. Potential is based on the rate and the time each ride consumes. \$29.95 *MicroEd*

## Parking Lot

The learning objective is to make the greatest business profit by applying the law of supply and demand. The student attempts to fill all the spaces in a parking lot by charging the highest monthly rate that the traffic will bear. \$29.95 *MicroEd*

## Prec-Calculus

An introduction to calculus and trigonometry. Educational programs for plotting and comparing functions, manipulating range. Solve triangles, learn polar coordinates, overlay functions on same graph or manipulate range. Solve triangles using SAS, ASA, SSS, and SSA methods. More. \$49.95 *True BASIC, Inc.*

## Probability Theory

Introduction to probability theory and decision-making processes. Simulate coin toss, dice throw, and random walks. Introduce normal and Poisson distributions and the Central Limit Theorem, Bayes Probabilities, Markov Chains. Many useful examples like gambler's ruin Galton Box, birthday problem, and craps. Tools for Venn diagrams, more. \$49.95 *True BASIC, Inc.*

## Scare City Motel

The learning objective is to maximize business earnings by equating supply with demand. As a motel owner, the student's goal is to make the highest profit. If there are more customers than rooms, rates can be raised. If too many rooms are empty, rates should be lowered. The learner's business skill is evaluated. \$29.95 *MicroEd*

## Space Math

An out-of-this-world way to learn math. \$14.95 *Intracorp, Inc.*

## The Enchanted Cash Register

A great way to teach children about money. Run an imaginary or real store. Figure totals and change due. Keep an inventory list with prices and descriptions for easy use. Fun graphics interface to make learning fun. \$39.95 *Designing Minds, Inc.*

## Trigonometry

A general-purpose software tool which can be used to illustrate concepts in a trigonometry course, or advanced algebra with a trigonometry unit. Solving triangles, roots of functions, combining functions, trigonometric identities and polar coordinates, with a choice of radians or degrees for examples. \$49.95 *True BASIC, Inc.*

## TrueSTAT

Educational programs use an interactive approach to introduce statistical analysis. Many topics. Features built-in editor and syntax. \$49.95 *True BASIC, Inc.*

## MUSIC

### Music Student Series

Provides drill and review exercises in basic music fundamentals. All ages can use Music Student independently and can select different levels or sets of questions with ease, while progressing at their own pace. Teachers can make assignments or students can select their own topics. Computer keeps score. Also reinforces ear training and music skills for beginning and intermediate music students. Any Amiga; requires 512K. \$59.95 *ACS Software*

## SCIENCE

### All About Whales (story diskette)

Fun and informational story all about whales. Learn different types and classifications of whales. What they eat and where they live, plus much more. (For use with Talking Storybook reader diskette.) \$29.95 *Designing Minds, Inc.*

### Distant Suns

Version III of the award winning Galileo planetarium simulation. Distant Suns won the '88 CES (Computer Electronics Show) award for the most innovative educational product and Amazing Computing's best educational product for '89. Distant Suns turns your Amiga into a planetarium. The sky can be viewed from any place on Earth or from the North Pole lying on your back looking upward in planetarium mode. The program accurately replays 10,000 years of what the sky looked like and it projects 10,000 years into the future. It is a very beautiful and realistic color simulation of the sky created by R. Mike Smithwick, a NASA astronomer, and published by Virtual Reality Laboratories. This vastly complex program fully uses the power of the Amiga, but Sky and Telescope magazine says, there are complex programs you can learn to operate so quickly and effortlessly. Galileo

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# EDUCATION

(now Distant Suns) is fun, in addition to being powerful and visually stunning. Requires 512K. \$69.95 *Virtual Reality Laboratories, Inc.* please see display ad next page

## FASTFACTS The Elements

A colorful periodic table with point and click access to detailed information on each of the 106 elements. \$19.95 *BTP Software*

## FASTFACTS The Solar System

A view of the solar system with point and click access to detailed information on the sun, asteroids, planets, and their moons. \$19.95 *BTP Software*

## I.C.E. Integrated Calculation Engine

Programmable calculator construction system. Design customized calculators which are fully programmable and include an integrated program editor. Over fifty advanced functions are included supporting math, engineering, scientific, logical, trig, statistical, and financial operations. Additional functions can be user programmed. Alternate key sets on each calculator allow binding of complex formulae to single keys. Hex, decimal, and binary systems are supported. Graphic plotting window with scalable grid for visual data analysis. HOT KEY activation of calculators. Fully Intuition compatible for multitasking versatility. Example calculators and programs included. \$49.95 *King Publishing*

## Lightforce

The player controls several different crafts, carrying mirrors, lenses, etc. And must control fireballs of light. Many puzzles must be solved, using prisms, focussing, curved mirrors, etc. A complete optics tutor is also included in this 2-disk package, explaining the rules of light. Both disks over 90% full. Examples, multi-choice questions, etc. complement this 18-level action/strategy game. \$39.50 *TSA Media/American Software Distributors*

## Physics of Motion

A tutorial and self-study guide of mechanics with interactive problem solving. \$49.95 *Lee Software* please see display ad inside back cover

## SC-935 Planet Probe

Grades 3-9. Teaches facts about the solar system through an arcade-style space simulation. Learn about planets and build up fuel supply as you attempt to land space ships safely on nine planets. \$29.95 *MicroEd*

## Science Expansion Disk for Discovery

Grades 9-12. For education or SAT preparations. Covers general science. Requires Discovery Program Disk. \$19.95 *MicroIllusions*

## Space Photos

A pictorial history of the U.S. space program. 170 digitized and annotated color pictures from NASA archives (no NASA endorsement implied) from the first explorer launch through the Apollo series and moon missions. Space Shuttle missions, space probes Mariner and Voyagers I & II with actual pictures of the planets and their moons out to Uranus. Speed user option, files for

decompression of pictures to IFF format (two disks). \$29.95 *Signs Etc. by D. Knox*

## The Planetarium

See over 9,000 stars to 7th magnitude. Hemisphere and topocentric views, latest NASA stellar and planetary ephemerides, skies from 12,000 years in the past to 9,000 years into the future. Accurate representations account for recession, mutation, and atmospheric refraction. \$69.95 *MicroIllusions*

## ◆ SOCIAL STUDIES ◆

### ED/SS

Social Studies Expansion Disk for Discovery Politics, religion, population growth and more. For grades 9 through 12. Requires Discovery program disk. \$19.95 *MicroIllusions*

### ED/SS How a Bill Becomes a Law

Realistic interactive game in which students become Congressmen trying to pass a bill. \$49.95 *Queue, Inc.*

### ED/SS-909

SS-909 Social Studies Vocabulary Elementary level. Social studies vocabulary in farming, forest, desert, ocean, manufacturing, trading and political fields. \$29.95 *MicroEd*

## ◆ TEACHING AIDS ◆

### AU-901 CLAS Computerized Lesson Authoring System

For those who wish to create their own interactive teaching lessons, but have no programming skills. CLAS has the answer: Tell the Amiga what you want and let it write the program. CLAS lets you write imaginative programs that utilize all of the Amiga's capabilities. You can use the digitized picture screens, add voice and music, custom-design all your programs. CLAS contains English, German, Spanish, and French alphabets. \$99.00 *MicroEd*

### Barney Bear goes to School

Barney Bear goes to School, a musical, colorful game for children ages 3-8, contains counting games, letter games, colors, shapes, and a painting easel with over a dozen fill-in-the-colors pictures. \$34.95 *Free Spirit Software, Inc.*

### Barney Bear goes to the Farm

Barney Bear goes to the Farm, for children ages 3-8, contains short 'I can read' stories, a scarecrow with interchangeable heads, torsos, and legs, a more advanced painting package, a What belongs game, and of course, lots of graphics, sounds, and music. \$34.95 *Free Spirit Software, Inc.*

### Barney Bear in Space

Barney Bear in Space, for children ages 3-8, introduces the concepts of the planets, the sun, gravity, and space travel with stories, games, graphics, and animation. To be released in July 1990. \$34.95 *Free Spirit Software, Inc.*

## CLAS (Version 1.2)

This 3-disk program is designed for Amiga users who do not know how to program, but who does know what they want in the way of educational software. They know the subject matter, how the learner is to interact with that subject matter, and what speech and pictures should be included. The necessary commands can be given in plain English, whereupon the Amiga itself will automatically write the desired program for you! \$129.95 *MicroEd*

## FTD PILOT

Programmed Inquiry Learning or Teaching. FTD Pilot implements the PILOT language developed for CAI. Unlike earlier PILOT versions, FTD PILOT uses much of the Amiga's graphics and sound capability. Good for writing lessons and preparing (including IFF), sound, record keeping, laser disk control, more. Requires 512K with hard disk for optimal graphics. Uses Kickstart 1.2+. \$39.95 *Flight Training Devices*

## Grade Manager

Grade and student report maintenance program for quick and accurate grade reporting and recording. Selective queries allow you to retrieve individual or group grades. Full-featured, powerful, provides useful tool. For any Amiga; requires 512K. \$89.95 *ACS Software*

## Learning Curve

Create group or individual quizzes, tutorials or drills. Simple movement through the function commands make lesson preparation much easier. Choose from True/False, Multiple Choice, Fill-in, and Answer Question. Allows up to 15 correct answers to allow questions with more than one answer. Test scores and percentages can be retrieved for screen display or printout. \$79.95 *ACS Software*

## McGee visits Katie's Farm

In Katie's Farm, children accompany McGee as he visits his cousin on her farm. In the chicken coop, Katie feeds the chickens and gathers eggs. We see Aunt Thelma milk the cow in the barn, and the children go fishing at the pond. All animated sequences are accompanied by digitized sound. \$39.95 *Laurence Productions*

## Quiz Master

Allows teachers to create lessons in any subject. Eight levels (240 questions) up to 40 questions per lesson. Different question formats: T/F, fill-in, answer. Supports sound, music, and graphics. \$79.95 *Associated Computer Services*

## ◆ TEST PREPARATION ◆

### Analogy I & II

Analyze, solve, and practice analogies to improve scores on college aptitude tests. Each \$60.00 *Queue, Inc.*

### Antonyms

Prepares students for college aptitude tests by identifying and explaining antonyms through examples and drills. \$34.95 *Queue, Inc.*





## Comprehension Exercises

Practice for high-school level readers; helps prepare for college aptitude tests. \$65.00  
*Queue, Inc.*

## Language Expansion Disk for Discovery

Speech, grammar, vocabulary, communications and much more. Prepare for SAT's. Requires Discovery program disk. \$19.95  
*Microillusions*

## Sentence Completion

Reading comprehension exercises help students improve scores on sentence completion items on college aptitude tests. \$35.95  
*Queue, Inc.*

## ◆ TYPING ◆

### IntelliType

Sophisticated typing program combines customized lessons with an adventure story. Monitors errors, recognizes when wrong hand is used. Bar charts show accuracy, speed, and error type. In-depth analysis of error types. Performance analyzed over each lesson or all lessons combined. Sets goals based on initial skills. More. \$19.95 *Electronic Arts*

### Mavis Beacon Teaches Typing

Typing program for all ages, from 5-50+. Her arcade-quality Road Racer Game and 3D graphics knock your socks off. She speaks in easy, conversational sentences and, using Artificial Intelligence, diagnoses your specific typing problem quickly, and creates a typing program just for you. She builds her lessons from interesting texts like the Guinness Book of Worlds records, jokes, riddles, and fun facts for all ages. \$49.95 *The Software Toolworks*

### Typing Tutor+

Word Invaders Typing tutor/game. Typing Tutor teaches touch typing. Word Invaders uses game to teach typing techniques. Blast the invading words out of the sky. Game speed, selections for beginner to advanced. \$34.95 *Academy Software*

## ◆ MISCELLANEOUS ◆

### 'Secrets of an Artist'

'Secrets of an Artist' is the work of a professional computer artist, C. William Henderson of Los Gatos, CA. On this disk he reveals many formulas and underlying concepts through 22 examples and 10 pages of text. \$24.95 *Seven Seas Software*

### Doug's Color Commander

Doug's Color Commander(DCC) is a powerful screen utility that opens the door to shading and swapping colors in ways that have never been possible before, while greatly expanding the graphics capability of your Amiga. \$29.95  
*Seven Seas Software*

### Doug's Math Aquarium 1.01A

Doug's Math Aquarium (DMA) is a fast interactive

system that allows you to use your Amiga for 'visualizing' mathematical equations. DMA is used by computer artists, engineers, and mathematicians, all of whom praise its ability to cultivate richer, deeper insights to mathematical equations. \$89.95 *Seven Seas Software*

### HYPERCHORD™

HYPERCHORD™ is a dynamic riff sequencer, designed for professional musicians but addictive fun for amateurs (teachers take note). The principle behind HYPERCHORD is that most music is based on short themes and motifs, which are then varied in rhythm, pitch, and order to create larger musical movements. HYPERCHORD lets you create riffs (sequences) of up to 40 notes using such original features as Riffwaves, Weave, Smear, Rotate, Expand; then store and manipulate in real time, varying pitch, speed rhythm, volume, note order, orchestration, harmonies, and thrill. For intense riffing, switch between 60 user-defined scale modes and 40 rhythms, or employ unique cyber-musical tools such as Holistic Play and Vector Play. Three utilities included: Mode Maker, Rhythm Maker, and Holistic Window. \$159.00  
*Hologramophone Research*  
please see display ad page 49

### Mandelbrot Variations

Mandelbrot Variations contains 23 commented formulas for Doug's Math Aquarium, and 19 of them include pictures. Covers most of the profound ways of viewing the Mandelbrot set, including Binary expansion techniques, continuous potential methods, differential angles, differential radius techniques and others. \$24.95  
*Seven Seas Software*

### PIXOUND™

PIXOUND™ is a radical new concept in musical software, transforming visual art into music. Unlike other programs which provide the computer equivalent of a light show, PIXOUND allows you to use the musical fingerprint of any image to create, play, and record complex new music. The novice musician or computer user can move from Bach to Rock by simply moving the mouse. The virtuoso too will thrill at the PIXOUND adventure of playing a new and unique instrument with every new screen. \$99.00 *Hologramophone Research*  
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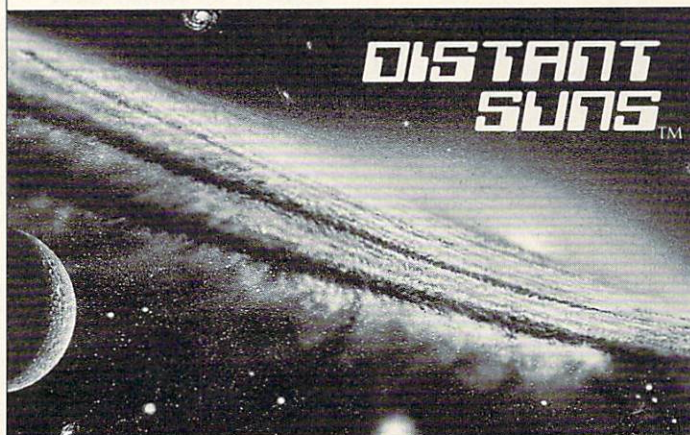
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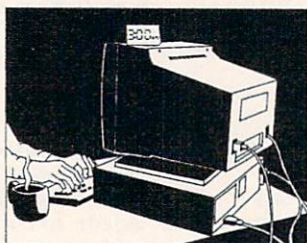


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## ◆ GENERAL ◆

### AC/BASIC 1.3

Compatible with AmigaBASIC interpreter. Increases execution speed, includes structured programming features. \$195.00 *Absoft Corp.*

### AC/FORTRAN

ANSI FORTRAN 77 compiler, interactive debugger. Includes IEEE math, VAX, and FORTRAN 8X extension, much more. 300 pp. manual. \$295.00 *Absoft Corp.*

### AiRT

Icon-based programming language designed for non-programmers. Allows programmer to create usable program by simply selecting a series of pictures. Disk includes the AiRT editor, compiler, forms editor, runtime support program, print utility, template drawer, one working example, and a 65-page manual. Over 90 icons in package. \$64.95 *PDJ Software*

### ALGEBRA

Assembler for 68000 using new abbreviated Algebraic Mnemonic Syntax. Includes Object code Ram Loader. CLI based program runs on all Amigas. Supports include files (user generated sub-routines) Hex and Decimal Numerics. Output modules can be ENCRYPTED for Non-Disassembleable Files. \$89.95 *AELEN Electronics Corp.*

### Amiga COMAL

Put some punch into your programming without getting knocked out! COMAL gives you power plus fun, including LOGOturtle graphics. It is a friendly helpful language, yet it allows you full access to the Amiga if you need it (just like C). \$99.95 *Comal Users Group, U.S.A., Ltd.*

### Amiga Logo

Amiga Logo takes advantage of the Amiga's speed, sound, and graphics capabilities. Included in the manual and on the disk are several examples of the power of Amiga Logo. Features include up to 32 colors and 4 selectable screen resolutions, Interactive, discovery-

oriented environment using mouse driven pull-down menus, Programmable and freehand graphics from either simple commands or by using the mouse, and Advanced list and symbol processing. \$99.95 *Commodore Business Machines*

### AmigaDOS C Development System 5.0

Complete programming environment with Lattice C Compiler, Compiler Companion, LSE (screen editor), CPR debugger. Includes global optimizer, assembler, Blink overlay linker, disassembler, comprehensive documentation, and more. \$300.00 *Lattice, Incorporated*

### APL 68000

Optimized Assembler based APL interpreter. Features speech and sound synthesis, more. \$99.00 *Spencer Organization, Inc.*

### ARExx

Implementation of REXX, a high-level language especially suited for string manipulations and as a macro processor. \$49.95 *William S. Hawes*

### ARGASM

Highest performance 68000 assembler is now available in North America from ASDG, Inc. \$99.95 *ASDG, Inc.*

### AssemPro

Bridge the gap between slow higher-level languages and ultra-fast machine language programming: AssemPro Amiga unlocks the full power of the Amiga's 68000 processor. It's a complete developer's kit for rapidly developing machine language/assembler programs on your Amiga. ISBN 1-55755-030-1 \$99.95 *Abacus Software*

### Autogram C

Automatically writes C language programs. Suitable for home or professional use (2 disks). \$149.95 *Lee Software*

### Avocet 68000 Family Assembler

For 680X0 embedded-system software development. Supports entire 68000 family including 68030 and 68882. Motorola compatible. Includes macro assembler, linker, symbol report generator, object librarian, disassembler, hex file utilities for burning eeproms. Source code is available. \$750.00 *Avocet Systems, Inc.*

### Aztec C68k/Am-d Developer System

Includes Aztec Shell, Compiler, 68000 Macro Assembler, Overlay Linker, Librarian, Run Time Libraries, Profiler, Portable C library Interface,

and the UniTools utilities: z (vi editor), make, diff, and grep. \$299.00 *Manx Software Systems*

### Aztec C68k/Am-p Professional System

Includes Aztec Shell, Compiler, Macro Assembler, Overlay Linker, Librarian, Run Time Libraries, Profiler, Portable C Library Interface. \$199.00 *Manx Software Systems*

### Benchmark Modula-2

Integrated compiler, linker, and EMACS editor. Compiles at 10,000 lines per minute with burst speeds of up to 30,000 lines/minute. Libraries support AmigaDOS, Intuition, Excel, and Modula-2. 700 pages of documentation. Many demonstration programs. \$199.95 *Avant-Garde Software*

### C++ Compiler

Object-oriented programming lets you produce more reliable programs with less effort. \$300.00 *Lattice, Incorporated*

### C.A.P.E. 68K

The Complete Assembler Programming Environment, CAPE is a Metcomco compatible 68000/68010 assembler with integrated editor, pre-compiled included, and extensive ARExx support. C.A.P.E. also features outstanding optimizations and a large number of powerful directives. The V2.5 release includes a new smaller, faster linker, a profiler, and a vast improvement in assembly speed. \$89.95 *Inovatronics, Inc.*

### Developer System with Source Debugger and Library Source

The complete Developer System combined with Source Level Debugger and Library Source all for one price. \$724.00 *Manx Software Systems*

### Devpac Amiga 2.0

Powerful assembly language development system for the Amiga incorporates an integrated editor/assembler/debugger, a stand alone assembler and debugger, and a fast linker. Assembles source files at 70,000 lines /minute. Runs under Intuition and allows control by menu selection or keyboard commands. Requires 512K, one disk drive, and Kickstart 1.2. 68010/20/30 compatible. \$99.95 *MichTron/Microdeal*

### DSM

MC68000 disassembler generates Assembly language source code listings for almost any Amiga program. Assembly listings produced by DSM are fully compatible with Assem. \$67.50 *OTG Software*





## EXTEND

An extension of AmigaBASIC with 50 new BASIC commands and many features. An AmigaBASIC extension which offers 68 new commands! Complete IFF picture and sound support. True Intuition gadgets, requesters, submenus, etc. \$39.95 *Sunsmile Software*

## F-Basic 2.0

Enhanced BASIC language system upgraded by added animation, IFF files, icons and more. Supports extensive control structures, recursive subprograms, global variables, extended integer variables, fast 9 digit real numbers, and text variables. Also record structures and pointers, high level access to graphics, sound, menus, the ROM Kernel, and more. Sold together with the SLDB for \$149.95. \$89.95 *Delphi Noetic Systems, Inc.*

## FASM65

6502 cross assembler. \$39.95 *RockLogic*

## FASM68

6809 cross assembler. \$49.95 *RockLogic*

## FASM85

8085 cross assembler. \$39.95 *RockLogic*

## FORTRAN/O2O

All the features of AC/FORTRAN. Generates code for 68020 CPU and 68881 FPU (in-line). Runs on standard Amiga, works with most 68020/68881 upgrades. \$495.00 *Absoft Corp.*

## GFA BASIC 3.0

The fastest selling BASIC for the Atari ST and MEGA computers has come to the Amiga. With GFA BASIC, you don't have to figure out Hex, binary, or how your computer works at the component level. \$99.95 *Antic Publishing*

## HiSoft BASIC

Professional Fast, easy to use BASIC Compiler conforms to Microsoft™ BASIC. Turn BASIC programs into 68000 machine code, stand alone, ready to run programs. Compiler accepts standard ASCII source files. \$159.95 *MichTron/Microdeal*

## JForth Professional 2.0

Interactive programming Environment language. 32-bit Forth generates 68000 machine code for faster execution. Simple and complete interface to Amiga internals. Includes 2 assemblers, disassembler, object oriented dialect. Version 2.0 has target compiler, hashing, debugger. \$179.95 *Delta Research*

## M2Amiga

Amiga Modula-2 works with version of 1.2 of the Amiga Operating System and runs on the Amiga 500, 1000, and 2000 with at least 512K of RAM and a disk drive. The system can be used either from the CLI (Command Line Interface) or from within the workbench environment. This is only available in the Modula-2 language. \$249.00 *Interface Technologies Corporation*

## M2Sprint

A Modula-2 Development system for the Amiga. Each component fully integrated with the Amiga Operating System. The Editor can load and keep resident the Compiler, Linker and Source Level Debugger allowing extremely fast, efficient programming environment. Runs from the Editor, CLI, Workbench, or AREXX. Demo disk available \$385.00 *Preferred Technologies, Inc.*

## Macro Assembler

Macro assembler supports full Motorola instruction set. Includes Linker, libraries, and manual. Many directives, external references, conditional assembly, fully formatted listings, and long variable names and 32-bit expressions, cross reference listings, and more. \$99.95 *Metacomco*

## Multi-Forth

Interactive programming environment features local multitasking, AmigaDOS and Intuition support, assembler, turnkey compiler (royalty free), complete set of include files, link to C, and other libraries. Very fast code, extensive documentation. Optional power windows system allows window, menu, gadget creation, and custom screen generation. Special \$79.95 price for Multi-Forth clients. \$99.00 *Creative Solutions, Inc.*

## PDQ Pascal/Getting Started with UCSD Pascal

UCSD Pascal designed for the beginner. Comes with tutorial-style guide that makes learning good programming easy and fun. Complete with the power system. When you're ready, you can upgrade from PDQ to UCSD Pascal. \$69.95 *Pecan Software Systems, Inc.*

## Power System-BASIC

BASIC compiler runs faster, takes less memory than interpreted BASIC. Native code generation, IF/THEN/ELSE structured programming constructs, ON/GOSUB, selected subroutine calls, PRINT USING and DISPLAY USING output commands, standardized random access files, unlimited array dimensions, user-definable multiple statement functions, disk-stored virtual arrays and much more. \$99.95 *Pecan Software Systems, Inc.*

## Power System-Fortran-77

ANSI-77 FORTRAN implementation supports structured programming and improved character types. Use extensive libraries of FORTRAN programs. Native code generation, IF/THEN/ELSE structured programming constructs, COMPLEX data type, built-in character types, all FORTRAN numeric intrinsics, standardized random access files, interactive I/O list-directed I/O, separate routine compilation, segmentation feature, cross reference generator, dynamic memory allocation, and much more. \$99.95 *Pecan Software Systems, Inc.*

## PowerSystem-Modula-2

Includes standard extensions for real-time

programming, the module concept, improved syntax, and multi-processing facilities. Native code generation, fast compilation, compact code files, separate module compilation segmentation feature, and much more. \$99.95 *Pecan Software Systems, Inc.*

## PowerSystem-UCSD Pascal

Complete programming system with many features. Separate and conditional compilation, nested include files, string data type, extensive string manipulation routines. Extended precision integer arithmetic, sets of up to 4080 elements. Standard Pascal I/O, random access files, procedural parameters, and more. \$99.95 *Pecan Software Systems, Inc.*

## PRO-ASM-6809

Macro-assembler for the 6809 family generates relocatable object code modules linkable to any execution address. \$85.00 *Prolific, Inc.*

## PRO-ASM-8051

Macro-assembler for the 8051 family generates relocatable object code modules linkable to any execution address. \$85.00 *Prolific, Inc.*

## PRO-ASM-8085

Macro-assembler for the 8085 family generates relocatable object code modules linkable to any execution address. \$85.00 *Prolific, Inc.*

## PRO-ASM-Z80

Macro-assembler for the Z80 family generates relocatable object code modules linkable to any execution address. \$85.00 *Prolific, Inc.*

## ProPOD™ (Programmer's On-line Database)

ProPOD is the professional programmer's on-line database, providing instant access to the Amiga System Software Documentation. Pop-up windows display function call templates at the touch-of-a-key. Another window shows data structures used with Exec, Intuition, Graphics, etc. Selecting a template expands its description, providing examples of its use. Using less than 40K of memory, ProPOD sits and watches over your shoulder as you program. \$39.95 *Straightline Software, Inc.*

## Quelo 68000 Family Assembler

Minimal Source Code Minimal Source code for the Quelo 6800 Assembler. \$3500.00 *Manx Software Systems*

## Quelo 68000 Family Assembler

Full source code for the 68000 Family Assembler. \$5500.00 *Manx Software Systems*

## Quelo 68000 Family Assembler

Now supports 68030 and 68882. Includes macro assembler, symbol report generator, linker/locator, object librarian, disassembler, HEX file utility. \$750.00 *Manx Software Systems*

## Quelo 68000/68010/68020

Cross Assembler Package  
Assembler for cross developers. Also supports



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# PROGRAMMING



the 68881 and 68851, co-processor chips. \$750.00 *Quelo, Inc.*

## ReSource V4.0

ReSource is an intelligent interactive disassembler for Amiga programmers. This is a most powerful disassembler available for personal computers. It is written entirely in Assembly language for blinding speed. Over 700 functions allow you incredible power and flexibility. Full support for base relative addressing and user-defined symbol bases. If you're serious about disassembling code, look no further. *The Puzzle Factory*

## Source Builder

Source Builder is a CASE (Computer Aided Software Engineering) tool for the Amiga computer. This tool allows the programmer who has to design, code, integrate, and manage large amount of software to automate the development of source code. The tool supports source code generation in two distinct ways—Advanced Macro Processing and Logical Object Processing. It manipulates ASCII files. The user can write source code with practically all languages. \$99.95 *Software Integration Solutions*

## True BASIC Language System

Structured, easy to use language, features: compiler, editor, and debugging tools. Floating point math, support for large dynamic arrays, and built-in syntax for matrix Algebra. Plot entire arrays with a single statement; apply built-in transforms; use the 3-D Graphics Library to put depth into the graphics. \$99.95 *True BASIC, Inc.*

## ◆ ENTERTAINMENT ◆

### T.A.C.L.

Written by Alternate Realities, T.A.C.L. (The Adventure Construction Language) is a full-featured text/graphics adventure language that allows you to unleash your creativity. T.A.C.L. is a programming language that allows anyone—from a novice to an experienced programmer—to construct their own commercial-quality adventure games. T.A.C.L. supports all IFF graphics (including HAM), sound, a wide variety of text styles, and vector graphics (drawn with VGED, which is also included). Unlimited rooms and objects are available. Your only limit is your imagination. Includes freely redistributable play module. \$99.95 *Micro Momentum, Inc.*

## ◆ GRAPHICS ◆

### Analytic Art

Mathematically produces drawings easily. Six programs, three fractal generators for Mandelbrot, Julia sets, Henon plots, and Sierpinski gaskets. Three post-processing programs. The spheres program maps pictures on spheres. 3-D driven Z heights. The gallery lets you add special effects like color animation,

color evolution, and more. Includes documentation. \$59.95 *Crystal Rose Software*

## True BASIC 3D Graphics

Create 3D graphics with True BASIC 3D graphics and the True BASIC language system. Supports perspective and parallel views, arbitrary oblique projections, cabinet, and cavalier projections, circles, rectangles, grids, polygons, text plotting, and contour plots. Also provides basic animation tools. \$69.95 *True BASIC, Inc.*

## ◆ MUSIC ◆

### HMSL

Hierarchical Music Specification Language. An object-oriented Forth-extension language for experimental music composition. Three modules: graphic editor (CREATE), real-time stimulus response environment (PERFORM), and complex hierarchical scheduler (EXEC). Includes utilities for designing real time intelligent instruments, controlling and responding to MIDI devices, and more. Includes source code. Requires JForth. \$150.00 *Frog Peak Music*

## ◆ TEXT EDITORS ◆

### Credit Text Scroller

Using a simple point-and-click interface, the user can select fonts, font sizes, and scroll rates. Creation of a credit screen of information display now simply involves using your favorite text editor word processor to generate the information to be displayed, then using Credit Text Scroller, which will automatically create the desired display. The final result is in the common ANIM format, for easy interchange with programs such as DPaint which support this format. The smooth scrolling result can be genlocked over a video source, or overlaid on another ANIM. The program allows text adjustment within a line. Features include: automatic shadows, colors, a subtitle option, and ANIMs limited only by hard drive capacity. \$39.95 *Mindware International*

### CygnusEd Professional 2.0

Impressive editing tool for the Amiga. Features turbo scrolling, easy to use macros, and keyboard shortcuts. Lines or blocks can be deleted or undeleted, paragraph formatting, automatic word wrap. Up to ten files can be displayed at one time to edit, cut and paste. Fastest programmer's editor available. Full ARexx interface. Automatic saving and even recovers data from most system crashes. \$99.95 *ASDG, Inc.*

### ProfessionalTextEngine

Programmable, multi-file text editor. User definable keys, mouse buttons, menus. Built-in programming language. \$79.95 *Zirkonics Corp.*

## ◆ TUTORIAL ◆

### AmigaDOS V1.3

Native Developer Update (November, 1988). A four disk set for the native Amiga developer. The following files are contained on the disk; Include 1.3; Commented C and Assembler Include files; Include.strip 1.3; stripped Include files, 1.3 startups, Alink, Amiga.lib, debug.lib debug.lib, atom, LVO offset lists and more; Autodocs 1.3; 1.3 autodocs summarize library, resource, and device calls; Readme 1.3; Readme files and sample 1.3 printer driver sources. \$20.00 *Commodore Business Machines*

### The ToolCaddy

An extensive on-line tutorial on How To Program The Amiga In Assembly language. Features seven step-by-step lessons, 18 source files, 21 executable utilities, suggested disk set-up, assembly-linking techniques, and much more. \$29.95 *The ToolCaddy Works*

### The ToolCaddy Works Docs-Functions

On-line programming help for ALL of the system Function Calls. Features sample Assembly Source code for EACH function that may be used for cut and paste into your own source file. \$19.95 *The ToolCaddy Works*

### The ToolCaddy Works Docs-Mnemonics

On-line programming help for ALL of the Motorola MC68XXX Instruction sets (Mnemonics). This includes the MC68000, MC68010, MC68020, and MC68881. Features a General Information Section covering the AmigaDOS Commands, Hardware Registers, and much more. \$19.95 *The ToolCaddy Works*

### The ToolCaddy Works Docs-Structures

On-line programming help for ALL of the system structures. Features sample Assembly Source code for EACH structure that may be used for cut and paste into your own source file. A separate disk contains the official Amiga INCLUDE V1.3 files, both the I and H files are provided. \$19.95 *The ToolCaddy Works*

## ◆ UTILITIES ◆

### Advanced String Library

Tools and routines for the True BASIC language system. Features includes expression scanning, associative memories, text manipulation to fill and justify text, pattern matching, expression scanning character-set matching, text conversion for English and Roman numerals. Also includes 38,000 word English dictionary. \$69.95 *True BASIC, Inc.*

### AmigaMOP Test Management Package Version 2

The AmigaMOP V2 is a data management and user interface for electronic test systems. Linkable and run-time libraries are included for writing the test programs and data handlers.





# PROGRAMMING

Other features included in this version are safe memory support, dual multitasking/multiplexing test programs, and a help feature. \$349.00 *Go Software*

## AmigaView 2.0

AmigaView is an object oriented, C language, Intuition front-end interface that provides 100 easy-to-use routines and macros. Works with MANX or LATTICE. \$79.95 *ACDA Corporation*

## Aztec C68K/Am 3.6

Translates programs written in C into executable machine code. Features Manx Aztec source level debugger, UNIX utilities, math support libraries for 68881 and Manx IEEE emulation. more. \$199.00 *Manx Software Systems*

## C Language Library

Add-on library product for Benchmark Modula-2. All standard C language library functions are implemented for use in Modula-2. \$99.95 *Avant-Garde Software*

## C Toolkit

Collection of over 200 powerful C functions that compile and link with C programs. Perform tasks ranging from memory management to floating point manipulation. Includes 274-page manual containing a separate UNIX-style description and source code for every C toolkit function. \$39.95 *Software Ingenuity*

## CBTREE

Simple but powerful program interface to all B+tree operations. Includes 70 p. manual, examples, and sample programs on disk. \$99.00 *Peacock Systems, Inc.*

## Compiler Companion 1.0

Ten utilities designed to enhance the productivity of Amiga programmers. Extract file

names from directories; build command files; generate cross referencing of C source files; locate files by attributes and more. Can be used with any programming language. \$100.00 *Lattice, Incorporated*

## ConMan

Replacement console handler that provides line editing and command history. Shareware, V.1.1. \$10.00 suggested contribution. *William S. Hawes*

## Developer's Toolkit

Collection of machine-specific routines that facilitate access to ROM and other special Amiga features. Also includes access to Intuition. \$69.95 *True BASIC, Inc.*

## F-Basic System Source Level Debugger

The SLDB functions in a fully windowed Intuition interface, and allows the user to debug F-Basic programs at the SOURCE level. Some features include viewing and altering the 68000 registers, memory, and variables, arrays, and records by name. A full featured reverse assembler is also included. Contains powerful features like pointers, recursion, and pattern matching to satisfy advanced programmers, yet is easy for beginners to learn. \$60.00 *Delpbi Noetic Systems, Inc.*

## IFF and Image Resource Library

Add-on library product for Benchmark Modula-2. Functions for reading and writing IFF files. Tool for attaching IFF images to an executable file. Images can be accessed at run time as resources from the Modula-2 program. \$99.95 *Avant-Garde Software*

## InovaTools 2

InovaTools 2 is a series of frequently used Assembly language routines, written by Wesley Howe, designed to get novice assembler

programmers up to maximize proficiency in the minimum amount of time. These include routines to open or close a console device, an AREXX port, a file, print character, line, or hex/dec number, read from/write to file, load file into memory, and many more. Source code is included. By Wesley Howe. \$79.95 *Inovatronics, Inc.*

## InovaTools1

InovaTools 1 was designed to increase programmers' interface construct options beyond those of Intuition. Included are function definitions (in linkable C or system library format) for the following: Drag Gadgets, Knob Gadgets (Analog-type circular knobs), Pop-Up menus, and over forty other useful routines. Written by Todor Fay. \$79.95 *Inovatronics, Inc.*

## Key to C version 2.02

Library of C functions for the Amiga including source and object code for all functions for easy insertion into programs. Includes all documentation on disk. 64-page reference manual. Also includes three utility programs. \$34.95 *Data Research Processing, Inc.*

## Lattice Communications Library

The library supports AmigaDOS environments with a full set of functions for XMODEM, YMODEM, KERMIT, and ASCII protocols. Communications Library gives programmers the ability to select, open, and close a communications port; set baud rate, data bits, parity, stop bits, and buffer size; and send and receive characters from the communications port. Other functions dial and hang up the telephone; reset the modem; set automatic answering; send and receive files using ASCII, XMODEM, YMODEM, or KERMIT error-checking protocols; and display the progress of file transfers. \$250.00 *Lattice, Incorporated*

## LDebug 2.1

A debugger supporting Benchmark Modula-2, C.A.P.E. 68k assembler, and the Lattice AmigaDOS C compiler. Trace by source line. or by MC68000 instruction. Set breakpoints in multiple source modules or by clicking on a line of source code. Disassemble a source line by double clicking on it. \$49.50 *LogiComp Software*

## Library Source

Includes the original Assembly and C source to all routines in the Aztec RunTime Libraries. \$300.00 *Manx Software Systems*

## Lint for the Amiga

Finds errors, bugs, and inconsistencies your compiler working on one module at a time, will miss. Supports K&R C language and ANSI C extensions. Finds inconsistent declarations, argument/parameter mismatches, uninitialized unaccessed variables, unreferenced variables, suspicious macros, indentation, more. Includes user-modifiable library description files for the Lattice and Aztec compilers. \$98.00 *Gimpel Software*

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# PROGRAMMING



## MCC PASCAL

Single-pass ISO compiler features separate compilation, random access, reset/rewrite, Include, External, text editor, full cross reference listings. \$99.95 *Metacomco*

## Metacomco Shell

Command line interpreter with many features including command line history, command line editor, aliases, variables and push and pop directories. \$69.95 *Metacomco*

## Metacomco Toolkit

Many program development utilities including pipes, make, AUX CLI, librarian, disassembler, Enlarge, browse and pack/unpack. \$49.95 *Metacomco*

## MetaScope: The Debugger

An application program debugger that provides a multi-window environment for you to observe and control the execution of your application program. It gives you sophisticated breakpoint and trace capabilities, full symbolic support, a direct to memory assembler, and much more. \$95.00 *Metadigm, Inc.*

## Personal Confidence

Configuration control package and programming aid that provides the user with tools for revision control and security of source codes, documents, sounds, graphics, and more — with personal confidence. Single user with security. \$149.95 *Backwoods Software*

## PixelScript V1.1

PixelScript uses the power of the Amiga to turn any printer into a PostScript printer. Use PixelScript to learn the PostScript language the state-of-the-art for desktop publishing. \$149.00 *Pixelations, Inc.*

## Power Windows 2.5

A development tool that allows a programmer to interactively design a user interface (with menus, gadgets, custom screens and multiple windows) using simple menu commands and mouse movements. Install the PW generated code in your original program and —ZAP!— instant interface! PW generates code in popular versions of C, FORTH Modula-2, BASIC, as well as MC68000 Assembler. \$89.95 *Inovatronics, Inc.*

## Power Windows for Benchmark Modula-2, V2.5

Add-on product for Benchmark Modula-2. Create screens, windows, menus, gadgets, and other Intuition structures. Source code generated automatically. \$99.95 *Avant-Garde Software*

## Professional Confidence

Configuration control package and programming aid that provides the user with tools for revision control and security of source codes, documents, sounds, graphics, and more — with personal confidence. Multiple users with enhanced security. \$499.95 *Backwoods Software*

## ReSource

Re Source is an intelligent interactive disassembler for Amiga programmers. It is written entirely in assembly language. This is the most powerful disassembler available on any personal computer. There are over 700 menu functions. If you're serious about disassembly code, look no further. \$75.00 *The Puzzle Factory*

## Screen Editor 1.1

Customize any keystroke, prompt, menu, help message. Multi-window environment, keyboard macros. Three Assembly language input modes, wrap-around word mode, C error tracking mode and two levels of on-line help. \$100.00 *Lattice, Incorporated*

## Simplified Amiga Library

Add-on library product for Benchmark Modula-2. Functions simplify creation of Intuition screens, windows, gadgets, and menus. Only one line of source to create any of them. Functions for double-buffered animation, bobs, sprites, speech, console, and device. \$99.95 *Avant-Garde Software*

## Smart Fields

for Intuition string gadgets. Simulates minicomputer input fields but fully utilizes Amiga graphic capabilities, allowing you to simultaneously specify titles, borders, and images. Uses compile-time library of C functions that link with Lattice or C programs. Handles all input editing and mouse cursor placement. Toggles between insert and type-over mode and allows full access to console keys. All field processing is transparent to the application. \$39.95 *Software Ingenuity*

## Software From Hell

Software routines, libraries, and utilities for Amiga programmers. Includes all Open/Close individual/specific/stereo channels, Start/Stop/Flush/Reset audio channels, Play:Notes, Frequencies, Sampled Sound effects, Read IFF 8SVX sound effect files (many sound effects included in package!) Also includes Accurate time delays using Amiga hardware timers, Track positioning, Brush memory management, Direct BLITTER access routines and Convert brushes to sprites. All source included with examples. All C source has been run thru Lint for maximum portability among different compilers. Libraries provided in Manx Aztec C format. \$69.95 *Conceptually Advanced Technologies*

## Software Toolkit

Manual and disk set which includes several utilities to assist developers with Amiga programming. WACK, Memacs, Debug, Keytoy, etc. \$25.00 *Commodore Business Machines*

## Source Level Debugger (SDB)

Interactive source level debugger designed for fast response and ease in debugging. SDB lets user display all function action names; display values of passed parameters; examine values from any active function; customize the

debugging environment with reusable command macros and procedures; use function or line-by-line tracing; set breakpoints by lines functions or variables; see actual C source as it executes; and more. \$125.00 *Manx Software Systems*

## Source Level Debugger and Tools

Add-on product for Benchmark Modula-2. Interactive mouse driven source level debugger, a post-modem debugger, execution profiler, source formatter, and other advanced programming tools. \$99.95 *Avant-Garde Software*

## T.A.S.A. (The Amiga Structure Automator)

Designs multiple screens, windows, gadgets, images, image data, sprites, borders, text and more, then produces the Clangvange structures for them. Can decipher structures for future editing. Reads in IFF, generates hexadecimal data for IFF brushes. Requires 1 MB of RAM. \$54.95 *Future Computer Applications*

## TASS (Thut Application Support System)

TASS lets application developers build an interface for the end user that implements ARExx macros for use with the growing number of commercial software packages now supporting ARExx. TASS is a developmental tool allowing programmers to shorten the development time needed to write programs. Features include standard directory requester, color, font, string/integer, and standard boolean/error requesters. Text display utility, screen grabber, image and ANIM Display utility, image and ANIM processing and ANIM file creation. \$99.95 *Mindware International*

## True BASIC Sorting and Searching

Fourteen optimized subroutines for string and numeric sorting. Allows case-blind, multikey, bubble, selection, heap sorts, and other customized comparison routines. Includes in-place quick sort and binary search routines. Includes the source. \$69.95 *True BASIC, Inc.*

## True BASIC—Programs and Subroutines

Learn to simplify and modularize your programs. By Craig. \$16.95 *True BASIC, Inc.*

## ◆ VIDEO ◆

### MediaPhile Programmer's Toolkit

Linked with the MediaPhile Infrared controller, the Programmer's Toolkit gives software and system developers interactive control of video decks, laser and compact disk players, and other infrared controllable devices from Amiga™ computers. Supplied as standard AmigaDOS shareable library. Callable from any compiled language and from BASIC. The Toolkit Library includes an ARExx query entry point allowing full access to library functions from ARExx programs and hosts. Source for several example programs. \$149.00 *Interactive Microsystems*





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## ◆ GENERAL ◆

### 1.3 Enhancer Kit

Workbench and Kickstart for 1.3.  
\$29.95 *Commodore Business Machines*

### AccelerDisk

This utility installs a bootable Fast File System onto floppies. Unlike other attempts to put FFS onto floppies, AccelerDisk provides consistent, reliable performance, and can be used on DFO to boot up. Increases storage capacity, and increases directory access speed at least two to three times. \$29.95 *MJ Systems*

### ALF 2 Software

Runs the VAULT™ of PPS safer and better. Comes with check drive, FrameBackup, Backup, Password. Using Kickstart 1.3 'semi' autobooting is possible. \$109.00 *Pre'spect Technics Inc.*

### ALF Streams

ALF Streams and ALF Backup runs with any SCSI Controller on SCSI Streamer which is produced after the rules of SCSI standard. Backup is also possible to any other hard disk or Syquest SQ555 runs with A590 and A2091. \$145.00  
*Pre'spect Technics Inc.*

### Ami.. Alignment System

This program allows user to evaluate 3.5 disk drive alignment, speed, read-write performance and other characteristics. All to frequently, users encounter error messages related to the disk drive. This program provides a means of diagnosing and correcting the problem.  
\$49.95 *Free Spirit Software, Inc.*

### Amiga Multi-User Software

Allows the Amiga to serve multiple terminals with more than one window per terminal. Runs text only CLI programs from the terminals. Multi-user database software available.  
\$120.00 *Conceptual Computing*

### AmigaDOS Toolbox

A collection of essential, powerful and easy-to-use software tools for the user who wants to overcome some of Amiga's drawbacks. ISBN 1-55755-053-0 \$59.95 *Abacus Software*

### ANSIED

Create a full screen (22 lines, 80 characters) of Standard ANSI text / graphics in any mix of colors and styles. Fast menu bar provides access to color palette, normal, freehand, box filled/unfilled drawing modes, and text style/color status. Options to compress files, store icons, filter ANSI codes, and store IBM compatible format files. If you operate an Amiga BBS, regardless of the equipment, you should be using ANSIED to create your ANSI displays. \$20.00 *Second Sight*

### AutoKick

Modify A1000 Kickstart disks to use any floppy to boot from. Software autoconfig contiguous blocks of fastmem, increase available chip RAM. Install a font of your choice in place of Topaz-8 font provided on Kickstart. Install code to prevent the spread of any viruses. Reduce the annoying click from empty drives. Speed up floppy operation. Full intuition interface, all operations selectable from gadgets. Runs from CLI or Workbench. Coded in 68000 Assembler.  
\$29.95 *DigiSoft*

*please see display ad page 22*

### B.A.D.

B.A.D. is a disk optimizer. Disk optimizing is a process wherein a disk is reconstructed and organized in a manner such that the disk performs much more smoothly and quickly. The results of processing a disk are quite noticeable, as it is difficult to keep disks well organized. B.A.D. does not change anything on the disk, except the location of data. B.A.D. works with floppies and hard drives, and also supports multiple partitions. \$49.95  
*Centaur Software Inc.*

### CLI-Fonts

Provides alternate font styles and sizes for the CLI and Workbench displays to replace the built-in Topaz font. Various fonts are provided with sizes from 60 to 106 characters per line. Will accept fonts built using the standard Amiga font editor, Fed. Transparent operation means compatibility with most software including text editors. Amiga 500, 1000, 2000. AmigaDOS 1.2, 1.3. Free updates. \$34.95 *Eraware*

### ConvertAplot—Member of Volume 1 of the Engineer's Toolbox.

Printing/Plotting utility which compliments the Aplot library and Engineer's Toolbox applications. Additionally, can be used stand alone for printing/plotting capabilities with Aegis Draw and Professional Page, Etc. Support HP-GL, Postscript, PCL, Etc. \$34.95  
*Advanced Creations Incorporated*

### D.U.D.E.

Dos Utility/Dos Enhancer combines the power of CLI with the simplicity of Workbench. Up to twelve directory windows are visible at once so you can manipulate your files conveniently. Designed to use a minimum amount of precious RAM to maximize multitasking efficiency. Every aspect of the program can be customized to your needs and preferences. Includes a hard disk backup function. \$49.95 *Centaur Software Inc.*

### DisKwik 2.0

A complete disk editor and repair kit for the Amiga. Features include Edit in Hex or ASCII, search, restore deleted files, repair errors, check sum boot blocks and kickstart disks plus a lot more. Documentation describes disk origination and other aspects of AmigaDOS. Scans for errors.  
\$49.95 *Tigress*

### Doctor Ami..

Doctor Ami.. is a memory and hard drive diagnostic program that performs sophisticated, low-level tests on your system with a full intuition interface and simple controls and displays. Memory and drive errors are displayed, and mapped out of the system. \$49.95  
*Free Spirit Software, Inc.*

### Doug's Color Commander

Doug's Color Commander (DCC) is a powerful screen utility that opens the door to shading and swapping colors in ways that have never been possible before, while greatly expanding the graphics capability of your Amiga.  
\$29.95 *Seven Seas Software*

### Dunlap Utilities

A collection of over 40 interactive utility programs. Verify hard drive errors, retrieve deleted files and program your keyboard with macros. By-pass the Workbench or CLI with a better optimized, user definable Amiga user interface. \$79.95  
*Progressive Peripherals & Software*

### Encore

Keyboard movement automation studio. Lets you build Macros by capturing mouse movements and keystrokes. Can. \$69.95  
\$79.95 *Elipsys*

### Enhanced Sharp JX-730 Printer Driver with Palettes

The Amiga printer driver is for use with the Sharp JX-730 color Ink-Jet Printer. The printed output can be varied from light to dark using the density control in Preferences. Density 1 produces the darkest printout. This driver is internally color





corrected and no longer requires using color correction Preferences. Colors are processed so that printed colors are better matched to screen colors (i.e. blue on screen prints as blue on paper, not as purple).

*GlassCanvas Productions, Inc.*

## Enhanced Xerox 4020 Printer Driver with Palettes or pictures

The Amiga printer driver is for use with the Xerox 4020 Color Ink-jet Printer. The printed output can be varied from light to dark using density control in Preferences. Density 1 produces the lightest printout, while density 7 produces the darkest printout. This driver is internally color corrected and no longer requires using color corrections preferences. Colors are processed so that printed colors are better matched to screen colors (i.e. blue on screen prints as blue on paper, not as purple). *GlassCanvas Productions, Inc.*

## FastFII

Speeds up access to most floppy disks by as much as 12 times. Operates transparent to the Amiga. Can be used with copy protected games. One of the all-time best-selling utilities for Amiga. \$34.95 *ASDG, Inc.*

## FastFonts

Set of utility programs designed to speed up text display. \$29.95 *Microsmiths, Inc.*

## GenAplot—Member of Volume 1 of the Engineer's toolbox.

High level plotting tools for creating scientific, engineering, and business charts and graphs from user data. Pull down menu/requester interface. Wide variety of file formats, 16 colors in high resolution, multiple output devices and standard graph formats. \$79.95

*Advanced Creations Incorporated*

## GOMF 3.0

The solution to lost data and wasted time. Allows recovery from Task held & Guru Alerts. Preserves trap and exception vector tables, allows removal of task or process at any time. Configures to 68000,68010,68020. Easily added to your startup sequence for automatic error trapping. Available in software version only at this time. If you've ever had your task held, or visited the Guru during meditation, you need GOMF. *Pro-Tronic Systems Ltd.*

## GRABBIT

10K background-resident utility can print or save almost any Amiga screen images to disk in standard IFF format and is compatible with any printer supported by the Amiga. Includes ANYTIME pop-up color palette requester. \$29.95 *Discovery Software*

## Hermes IconLab 1.3

Make your own icons. All icon/brush options (icon to brush, brush to icon, etc.) available. Shows/draws/paints icons in 2-16 colors. Shows and loads all disk font. Reduces IFF pictures to icon sizes.\$35.00 *Elkon Enterprises*

## I.C.E. Integrated Calculation Engine

Programmable calculator construction system. Design customized calculators which are fully programmable and include an integrated program editor. Over fifty advanced functions are included supporting math, engineering, scientific, logical, trig, statistical, and financial operations. Additional functions can be user programmed. Alternate key sets on each calculator allow binding of complex formula to single keys. Hex, decimal, and binary systems are supported. Graphic plotting window with scalable grid for visual data analysis. HOT KEY activation of calculators. Fully Intuition compatible for multitasking versatility. Example calculators and programs included.

\$49.95 *King Publishing*

## ImageLink 2.0

Image Link is an advanced conversion and imaging system for the Amiga. It will convert image files between a variety of formats including Macintosh, IBM, and numerous. Additional modules are available for other formats and imaging hardware.

\$199.95 *Active Circuits, Inc.*

## KeyCraft™

KeyCraft is a keyboard and mouse macro-maker for the Amiga—the first utility in every power user's toolbox. Provides timed recording and playback of events, plus window and menu manipulations, so your hands never have to leave the keyboard. Works with paint and animation programs, word processors, and all system software to create one-touch commands to double your productivity. \$49.95

*Straightline Software, Inc.*

## KickWork 1.3

Single-disk boot for the Amiga 1000. KickWork combines KickStart and Workbench on one disk providing Amiga 1000 users with a single-disk boot system. A one-disk software system for unattended applications. Warm boot with any other Workbench. Reboots automatically, does not have to be re-armed. \$29.95

*Amigo Business Computers*

## Multi-Prefs

This multiple preferences management tool lets you create, restore, edit, rename, sort, delete, or undelete all the preference settings you like. You can advance your printer paper to the top of the next page or toggle your Workbench screen between interlaced and non-interlaced mode instantly. \$29.95 *Soft-Link, Inc.*

## MultiBench

A complete Workbench replacement combines the best features of an icon-based desktop, CLI, and directory utility. Extensive command language with ARexx interface. Custom menus and keyboard macros. Directories as icons or text. Selectable default icons. Able to load Resident commands. Built-in text browser. Background pattern editor. Fast, compact code. \$49.95 *Poole Creek Software*

## PostScript Series Printer Utilities

Makes a PostScript printer easier to use with an Amiga: download PostScript fonts, send PostScript files to the printer, list the fonts resident in the printer, and help to prepare documents for a service bureau.

\$65.00 *Pixelations, Inc.*

## SA Utilities V34.807

This software and firmware enhancement allows better support of accelerator boards (68020), high capacity read/write magnetic disks (e.g. RICOH RO5030), and a new image backup to any Amiga DOS device. ARK allows you to make an image of your hard drive to floppy, another hard drive, even a Bernoulli drive (20M or 40M). Price unavailable. *Comspec Communications*

## STUFF-IT

Create your own pull-down menus, each capable of sending a user-defined series of keystrokes to other programs just as if you typed them from the keyboard. Several menus have been created for you including one for the CLI and one for the Amiga editor-ED. \$39.95 *Soft-Link, Inc.*

## The Art Department

The Art Department is a 24-bit image processing system for the Amiga print and video.

\$89.95 *ASDG, Inc.*

## The Disk Mechanic

A collection of utilities for AmigaDOS versions 1.2—1.3. The package includes a disk option called tune-up that can boost disk performance up to 400%. Also includes an archival/incremental hard disk back-up utility, a program that recovers deleted files and repairs corrupt disks; a full feature disk block editor, and a dozen CLI-based disk management utilities. Supports all Amiga hard and floppy disks and the fast filing system. Requires 512K RAM. \$89.95

*Lake Forest Logic, Inc.*

## The Engineer's Toolbox—Volume 1, Graphic Tools

Volume 1, Graphing tool of the Engineer's Toolbox is a bundled software package composed of the The Aplot Library, ConvertAplot, and GenAplot. See other Engineer's Toolbox's. \$99.95

*Advanced Creations Incorporated*

## Trumpcard/AMAX Hard Disk Support Utilities

Trumpcard / AMAX Hard Disk Support Utilities includes all software necessary to interface a hard drive to AMAX using the Trumpcard. The utilities include the now famous Trumpcard patch, a new version of TCUTILS, the Trumpcard utilities package, and ONTRACK Software's Disk Manager Mac formatting software. These three packages have been integrated into a single environment and released on an Amiga DOS formatted diskette. This package gives AMAX / Trumpcard users the capability to mix Macintosh and Amiga DOS partitions on a single drive. Since all formatting and partitioning is done within the





# UTILITIES

Amiga environment, the use of Mac compatible floppy drives is no longer necessary.

\$79.95 *Interactive Video Systems*

## Tshell

UNIX-like command shell, CLI replacement, C-like forth generation language and operating system interface. Features command line editing and history, built-in commands, variables, arithmetic operators and expressions, looping and conditional statements, procedures, ARexx-compatible interprocess communication, and complete on-line documentation.

\$49.95 *Mertran Technology*

## WShell

Replacement command shell that offers command aliases, resident commands, piping, CLI compatible, supports ARexx.

\$49.95 *William S. Hawes*

## X-Kit V1.2

Two disk set of handy and unusual graphic & 3-D utilities of all types—object editors, wire frame, modelers, anim utilities, etc.

\$34.95 *Dimension-X, Inc./CommoTech*

## ♦ BACKING UP/COPYING ♦

### DEEP SCAN BURST NIBBLER

Copy an entire disk in order under 60 seconds. Works with 1 to 4 drives. Copy up to 81 tracks. Easy to use icon driven program. Full verify option.

\$34.95 *Datel Computers*

### Express Copy

A hard disk backup utility which can copy directories and files to floppy disk at up to 1 meg/min. Backup disks are standard DOS disks that can be used normally from both Workbench and CLI. Can fill a floppy disk with files from your hard disk in 45 seconds. Designed for effective multitasking. Backup parameters can be saved in configuration files. Fully documented with a 65 page manual which includes a 25 page section with help and ideas on how you can better organize and manage your hard disk drive.

\$44.95 *Express-Way Software, Inc.*

### EZ-Backup

Save up to 255 versions of each file. Eliminates the need to do full backups each time the incremental back-up disks begin to pile up. Features optional warning screen, volume label checking, standard format, individual file recovery. Multitasking. Provides archive-bit utilities. Not copy-protected. Free upgrades and telephone support.

\$49.95 *EZSoft*

### Fat Tracks

An upgradeable nibbler. This backup utility will allow you to make archival backups of many of your protected software that uses non-standard DOS. Fat Tracks was designed to compliment RawCopy V1.3. To have both is to have the most comprehensive copying power available. Our two utilities are designed to complement each

other. Where password elimination and gap deprotection is wanted, RawCopy is unbeatable. Where non-standard DOS is used, Fat Tracks excels.

*Micro Systems International*

### HDutil

Fast backup mode, 20 meg in under 50 minutes. Include/exclude files by wild card, date, archive bit, list, globally, or by point and click. Auto configures to multi hard drive or partition systems. Works with all AmigaDOS-compatible hard drives. Multitasking, 3 backup restore modes, builds, sorts and manipulates all files. Runs from Workbench or CLI. Written in 68000 Assembly code. 512K required.

\$69.95 *DigiSoft*

*please see display ad page 20*

### LV Backup

Protects the data stored on your Hard Disk, RAM Disk, or Network device by copying to floppy disks.

\$69.95 *MKSoft Development*

### Project D

Integrated disk utility system. Includes The Backup Tool, disk copier. Copies most protected disks with parameters updated regularly. The Omni Tool, a special format copier, duplicates MS-DOS/PC-DOS, Atari-ST, CP/M, and Xenix formatted disks. The editor Tool, powerful disk editing utility allows you to edit Amiga disks from AmigaDOS to MFM Catalog Tool; disk indexing utility helps keep track of personal, commercial, and public domain disks.

\$49.95 *Fuller Computer Systems*

*please see display ad next page*

### Quarterback

Hard disk-to-floppy backup runs under Workbench or CLI. Backs up to or restores from floppy disks, Inner Connection's Bernoulli drive or any AmigaDOS compatible device. Uses two floppy drives (if available) for back-up/restore with automatic switching. Automatically formats diskettes, builds catalog of files, produces backup/restore report to disk or printer, and much more.

\$69.95 *Central Coast Software*

### RawCopy V1.3

Ultra-powerful backup tool for your Amiga. Copies software that no others will. Deprotects many of your favorite programs. Supports up to four 3.5 inch disks drives. Mouse-driven user interface.

\$59.95 *Micro Systems International*

### StarSoft

Hard Drive Backup Utility Fast, reliable backup utility for AmigaDOS-compatible devices. Supports multitasking, transaction files, incremental and selective modes. Fast and friendly. Requires 512K RAM.

\$39.95

*StarSoft Development Labs*

### SuperBack

Protect data stored on a hard disk, RAM disk, or network device. Select or copy any or all files or directories onto floppy disks. Data may be restored selectively by file, directory, or device.

All features accessible from key commands or mouse. Clear screens and menus; concise manual, and in-depth tutorial with step-by-step back-up instructions.

\$79.95 *The Disk Company*

### The Reaper

The Reaper is the first disk copier with public domain TEXT parameter files. These files allow total user programmability of the copy process. Features include: standard ASCII text parameter files, find shifted sector headers, find transposed sector header fields, edit MFM/GCR raw track data, edit decoded track data, installs on hard disk. Not disk protected. Execute custom programs from parameter files and Assembly language WHERE IT COUNTS!

\$39.95

*Conceptually Advanced Technologies*

## ♦ CRYPTOGRAPHY ♦

### LuCypher 1

Fast file encryption package with convenient Workbench interface for general file security and telecommunications security. Employs rotor-simulation algorithm with 16-character key for high speed and solid cryptographic security. Upgradable to LyCypher 2.

\$49.95

*MegaM*

*please see display ad page 29*

### LuCypher 2

Complete RSA public key cryptographic system based on prime numbers up to 300 digits long. Fast-efficient implementation for Amiga. Ideal as key management upgrade to LyCypher 1. Includes LyCypher 1. For sale in US and Canada only. State-of-the-arts telecommunications security. (\$2.00 shipping)

\$199.95

*MegaM*

*please see display ad page 29*

### Magicode

Encryption system allows file protection in single or multiple levels. Contest challenges you to break the system.

\$34.95 *Magicrole Software*

## ♦ DOS CONVERSION ♦

### 64 Emulator

Commodore 64. Optional interface cable lets you use any Commodore 64 disk drive or printer.

\$59.95 with cable. \$39.95 *ReadySoft Inc.*

### CrossDOS Version 4

MS-DOS file system. The program allows the user to transparently access MS-DOS or Atari ST formatted disks from any application or utility. It fully integrates itself into the Amiga operating system. It will perform virtually all DOS functions on standard Amiga hardware. It uses standard Amiga 3 1/2 and 5 1/4 floppy drives to read and write 180K, 360K, and 720K MS-DOS disks.

\$30.00 *Consultron*

*please see display ad page 72*

### Disk-2-Disk

Transfers files between C64 or C128 and the



# WHEN YOU WANT MORE THAN EMPTY PROMISES...

"I consider Project D to be akin to a well equipped luxury automobile; it gives a smooth ride and lots of easy to use operations." - *AmigaWorld*

"Project D is certainly one of the most sophisticated, yet easy to use, disk utility packages available for the Amiga." - *Amiga Sentry*

"The user interface is wonderful..." Info Rated: 4+ stars - *Info Magazine*

Introducing the most complete disk utility system ever created for the Amiga. **Project D** includes a powerful Amiga disk copier, a special format copier, a software indexing utility and a disk editor. **Project D** also represents over two years of continuous support and enhancements.

**BackupTool** gives you the power to protect your software investment by making backup copies of your Amiga floppy disks. It will copy both non-protected and protected disks, deprotecting most of your favorite copy-protected software with ease. It supports up to four disk drives and lets you copy to multiple drives at the same time.

**OmniTool** allows you to duplicate disks that you may have for other computers. It is able to copy most protection schemes used by other computers and will even copy software that cannot be duplicated on the host machine! The **OmniTool** is able to duplicate the Atari ST, MS-DOS, CP/M and Xenix formats. It will also allow you to quickly duplicate most music synthesizer formats including *Ensoniq* and *Roland*.

**EditorTool** will give the expert user complete control over AmigaDOS floppy disks. You can examine disks at the sector level in hexadecimal and ASCII. Features include data and bitmap block checksumming as well as boot block checksumming. You can search through the edit buffer for virus text, hidden passwords, messages and hex values. You can also edit the MFM encoded data on a track.

Fuller Computer Systems, Inc.

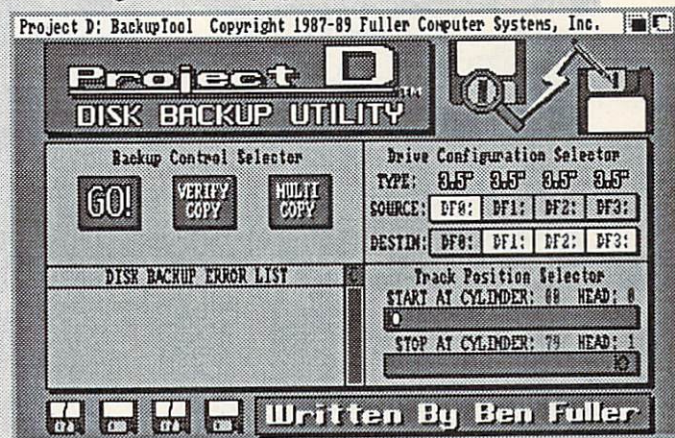
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**CatalogTool** will help you organize and index your software library. It can automatically read filenames from any AmigaDOS file system (DF0: HD0: etc.) or you can enter filenames manually. You can then quickly separate and sort your filenames into different categories.

Updating your **Project D** is simple and inexpensive. We will notify you of new parameters every three months, and you can order updates as often as you like, for as low as \$7.50. **Project D** is not copy protected in any way and is completely compatible with the Amiga's multi-tasking operating system.

You get all this for \$49.95 and that includes shipping and handling! So call now and order your copy of the best Amiga disk utility system, today!



**Project D:**  
The Disk Copier...Plus!  
AVAILABLE AT FINE AMIGA  
DEALERS EVERYWHERE

# ...PROJECT D DELIVERS.

Amiga is a registered trademark of Commodore-Amiga, Inc.

Dealer Inquiries Invited

Project D is a trademark of Fuller Computer Systems, Inc.





## UTILITIES

**Amiga.** Reads/writes 1541/4040 and 1570/1571 disk formats. Converts Commodore/PET ASCII to Amiga ASCII and vice versa. Supports AmigaDOS style wild cards in the file names. Query/replace option provides duplicate file name detection. TYPE and DELETE (scratch) commands; file renaming where restrictions occur. Utilities to convert Doodle, Print Shop, and Koala picture files to IFF format. Requires a 5.25 model 1020 or compatible disk drive. \$49.95 *Central Coast Software*

### DOS-2-DOS V3.1

Transfers files between MS-DOS or Atari ST and the Amiga. Reads/writes and formats 5.25 and 3.5 MS-DOS disks and Atari ST 3.5 diskettes. Converts ASCII file line ending characters and provides Wordstar compatibility. Query/replace options provide duplicate file name detection. Supports full directory path names, with wild cards in the file names, allows selection of MS-DOS and AmigaDOS subdirectory and displays sorted directory listing. \$55.00 *Central Coast Software*

### Fruit Friend

File transfer utility allows the Amiga to read and write to Apple IIe ProDOS or DOS 3.3 disks; converts Apple IIe picture files to IFF. \$49.95 *Top Disk Software*

### MAC-2-DOS

Lets you read and write Macintosh diskettes on your Amiga, to and from 400K and 800K, using a standard Mac-compatible 3.5 external disk drive connected to your Amiga via the CCS interface. Converts MacPaint files to and from IFF and Mac ASCII files to and from Amiga ASCII. As it transfers files, MAC-2-DOS automatically transfers and converts icons for the files, or creates icons. Available in two distinct configurations: Package A includes a custom hardware interface, file transfer and file conversion software. In addition to what comes with package A, Package B also includes a Mac-compatible 3.5 disk drive, and driver software to enable it to be used as a standard Amiga storage device. A: \$99.95; B: \$349.95 *Central Coast Software*

## ◆ FILE MANAGEMENT ◆

### CLimate

User-friendly, file management utility. Allows you to bypass CLI. \$39.95 *Progressive Peripherals & Software*

### Disk-Master

File management software. Allows you to view and manipulate up to 80 files and directories at once. \$49.95 *Progressive Peripherals & Software*

## ◆ VIRUS PROTECTION ◆

### Amiga Virus Protection Toolbox

Abacus' Virus Protection Toolbox is a book/software combination. The book describes the phenomenon and the measures you can take to protect your computer system from the harmful effects of a virus. The software hunts down the suspicious programs which may contain viruses. The toolbox includes a 160-page manual and describes how computer viruses work, what problems viruses cause, how viruses invade the Libraries, Handler and Devices of the operating system, preventative maintenance that you can take, and how to cure infected programs. ISBN 1-55755-055-7 \$59.95 *Abacus Software*

### Anti-Virus

Anti-Virus is a virus protection software package with a unique feature that should stop the proliferation of any Amiga computer virus—a visual Anti-Virus bootblock. The visual bootblock displays the Anti-Virus logo on the screen every time an Amiga is turned on or warm booted. If a virus is present when the computer is started, the logo will not appear. Comes with a utility, vCheck, that monitors virus transmission paths. The utility is placed in the Amiga startup-sequence and monitors each disk placed in the user's Amiga. Also comes with vTrojan, the only Trojan horse protection utility available, and ships with a bootblock cataloging program. \$19.95 *DevWare, Inc.*

### Virus Infection Program (V.I.P.)

Protects viral disk infection. Viruses destroy vital bootblock information; V.I.P. allows the user to preserve a library full of boot block information on a database. When the virus strikes, V.I.P. replaces the boot block information by writing it back from the database. Operates in English, Danish, German, French, Italian, and Spanish. \$49.95 *Discovery Software*

### ZeroVirus III

ZeroVirus III is a complete virus detection, removal and protection system. Using ZeroVirus III, you can check the bootblock of any disk for virus. You can install the disk (removing the virus) with any of five provided bootblocks. You can also backup (record) the bootblocks of your commercial programs, to insure recovery from any future virus attack. ZeroVirus III can check single directories or entire disks for virus. Using the file catalogue option, you can catalogue a directory or an entire disk to check for any changes later on. ZeroVirus III also uses brainfiles to make updating easier. It can also be iconified to run in the background, checking each and every disk you insert. \$39.95 *Micro Momentum, Inc.*



# CrossDOS™

## ...MS-DOS® DISK ACCESS DONE RIGHT!

### Version 4

Suggested Retail:

## \$39.95 (US)

**The first MS-DOS File System for the AMIGA®**

- Reads or writes any 360K or 720K MS-DOS or ATARI ST® disks (Version 2.0 or higher) with standard Amiga-connected floppy drives.
- Transparently accesses MS-DOS files from any utility or application (including file requesters) because it fully integrates into the Amiga operating system (AmigaDOS Versions 1.2, 1.3 and now 2.0).
- Provides an easy installation program.
- Format, diskcopy and check the integrity of an MS-DOS disk.

**Version 4 Enhancements**

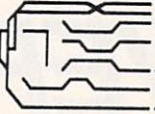
- Up to 2 times faster floppy data access on an Amiga 500, 1000, or 2000. Format a 720K MS-DOS disk (with verify) in 149 seconds!
- Evening and weekend BBS available for update information and to trade uploads for file conversion programs. BBS# (313) 459-7271 -- 6pm to 10am EST weekdays, all day weekends.

**Reviewed in many popular Amiga Magazines:**

"... CrossDOS is unquestionably the best utility I have seen for reading from and writing to 3.5-inch MS-DOS disks on the Amiga."  
Tim Walsh  
AmigaWorld

"It [CrossDOS] works so unobtrusively that I don't even notice it anymore."  
Donald Maxwell  
A.X. Magazine

"... now I send files back and forth to and from IBM land in a totally transparent fashion."  
Jim Locker  
Amazing Computing



## CONSULTRON

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Plymouth, MI 48170      (313) 459-7271

Amiga is a registered trademark of Commodore-Amiga, Inc. MS-DOS is a registered trademark of Microsoft, Inc. Atari ST is a registered trademark of Atari, Corp.

Circle 117 on Reader Service card.



# ENTERTAINMENT



## 3-D Helicopter Simulator

Sierra's 3-D Helicopter Simulator is the first flight simulator to feature 16-color high-resolution graphics with true 3-D quality. Advanced special effects make the 3-D Helicopter something special to play, and the scan option takes in a 360-degree view of the surroundings. Operate the zoom control for close-ups. With out-of-ship points-of-view, a player can watch himself fly a helicopter from ground level. There are four playing modes to choose from: flight, target practice, combat (with computer), or optional dual-player combat. There are various scenery files to choose from as well, from a port city on the East Coast to a spaceship launching site. \$49.95 *Sierra On-Line*

## 3-D Pool

3-D Pool is different from other billiards simulations. One difference is that no cue stick is shown on screen. Instead of lining the stick up to the ball and shooting, with perhaps one or two angles from which to examine the shoot, 3-D Pool does away with the cue stick and allows the player to rotate the table, providing unlimited angles of view for any shot. By rotating the table (as opposed to moving around it) left or right, up or down, players can obtain whatever viewing perspective they need. The cue ball is always in the center of the screen, and shots are made by lining up the object ball(s) with the cue ball. Players have complete control over the position of the cue, the amount and type of English on the cue ball, and the power behind each shot. 3-D Pool also differs from most billiards simulations in another fundamental aspect: it follows Monte Carlo, or European rules, instead of standard American regulations. Players in 3-D Pool can participate in practice games, two-player matches where they can take on a friend, or even in a tournament against computer players of varying skill levels. 3-D Pool also includes a demo game, and a special trick shot feature, where players can try to solve twenty of the most difficult, and popular, trick shots in billiards. \$34.95 *MicroProse Software, Inc.*

## 4 in one!

Easy but fun. Four new and different games all on one disk. Play Slotcars, a fast action game for 1 or 2 players. Or entangle your opponent in a maze of wires in CircuitMania, for 1 or 2 players.

Then try your hand at ShufflePuzzle, similar to sliding number puzzles but using beautiful color pictures. Finally, Follow That Tune by watching the bouncing boy jump from pedestal to pedestal playing a tune. \$14.95 *Polyglot Software*

## 4 x 4 Off Road Racing

Choose your own vehicle and race across grueling terrain against the clock, the computer, or another opponent. \$39.95 *EPYX*

## 48 Great Golf Courses of the World

For use with World Class Leader Board™. Play along with the Pros as they travel the PGA Tour. Contact publisher for price. *SaxxMan Systems*  
*please see display ad page 11*

## 4th & Inches

Joystick-controlled football simulation with spotter's P.O.V. from the press box. Players' energy levels decrease according to plays. You choose the starters. Each player has his own individual playing characteristics. \$19.95 *Accolade*

## 4th & Inches Team Construction Disk

Used with 4th & Inches, assemble your own teams for play. Assign all the stats, sizes and playing characteristics of each of your 4th & Inches players. \$9.95 *Accolade*

## 688 Attack Sub

Players experience the actual dilemmas faced by modern submarine commanders. In peacetime, players hunt and dodge foreign subs while trying to avoid ambiguous gestures that could lead to a shooting match with an opponent. You walk the razor's edge between practicing for war and actually starting one! As cold war turns into full war, missions become increasingly dangerous. Players stalk ballistic missile submarines, attack enemy convoys and duel other hunter-killers to the death. \$54.95 *Electronic Arts*

## A Mind Forever Voyaging

Journey into the future as the first conscious intelligent computer in an anti-Utopian world. \$14.95 *Infocom*

## Aaargh by Arcadia

3-D hand-to-hand combat adventure featuring Cyclops or Godzilla on an action-packed quest for the Golden Dragon's egg. Rampage through frontier fortresses, a medieval castle, Mayan ruins, Egyptian temples, and everything else in sight. \$34.99 *Electronic Arts*

## Action Fighter

You are Super Rider, assigned to carry out five dangerous air and ground battles in this Sega arcade game. You're riding a motorcycle, but if you find the right parts along the road it transforms into a supercharged sports car or state-of-the-art airplane. \$39.95 *Mindscape Inc.*

## Advanced Dungeons & Dragons:

### Dragons Of Flame by SSI

Lead the eight Companions of the Lance on an action-filled quest through the wilderness of the Elven Mosaic where they gain valuable allies-The mysterious elves of Qualinesti. The Companions must also ally with non-player characters such as nomads and refugee townfolk, sneak through the caves of Sla-Mori and into the fortress of Pax Tharkas. Inside the fortress, Companions must recover the sword Wymslayer and free the slaves held there by the evil dragons and Draconians. Each Companion has specialized skills. Use them along the way to evade Draconian patrols and to keep one step ahead of the malevolent dragons, giant wasps, griffins, wraiths, zombies and scores of other monsters. Triumph over evil to save the world of Krynn from Takhisis, the Queen of Darkness. \$39.95 *Electronic Arts*

## Advanced Dungeons & Dragons:

### Hillsfar by SSI

Hillsfar combines features of both adventure and action-style games. Shortly after arriving in the city of Hillsfar, each character is sent on a series of quests. The game automatically modifies each subsequent quest depending on the character's class. Each character must successfully complete several action-oriented events: archery, maze exploration, arena combat, lockpicking, and equestrian challenges. If successful, various rewards await the victor: gold; experience, and even magical items. \$49.95 *Electronic Arts*





# ENTERTAINMENT

## **Advanced Dungeons and Dragons: Heroes of the Lance**

Enters you along with eight skilled companions into the ruins of the temple Xak Tsaroth. You will battle against Khisanth's evil creatures for the magic key. \$39.95 *Strategic Simulations, Inc.*

## **Adventure Construction Set**

One to four players can build their own graphic and text adventure from a library of existing playfields, characters, weapons, objects, and sounds. Or create game paraphernalia of your own design. High resolution, realistic sound. Pre-defined themes include: fantasy, contemporary mysteries, spy drama, and sci-fi. \$19.95 *Electronic Arts*

## **Adventures Through Time, Vol. 1: The Scavenger Hunt**

Scavenger Hunt is an animated text adventure game, in which you become Buck Walker, the son of a 21st Century time traveler. Journey into the past in search of five historical artifacts to become the winner of the first scavenger hunt throughout time. Features include overscan graphics, multitasking, mouse/keyboard shortcuts, an advanced text parser and smooth animation. \$49.95 *Aurum Software*

## **Afterburner by Sega**

Pilot an F-14 Tom Cat through a variety of exciting rescue missions in the home-computer version of Sega's arcade smash hit. Feel the power and the rush of being airborne as you control air speed, flight direction and weapon selection. \$49.95 *Mindscape Inc.*

## **Age of Sail**

Relive 17th-19th century tactical naval battles. 2-40 players. Play on one Amiga, via null modem, or via bulletin board service. \$39.95 *McLEAN Simulations*

## **Airball**

The Evil Wizard has turned you into an Airball—with a slow airleak. You must search over 300 rooms to find the spellbook, which contains the ingredients needed to turn you back into a human. Hurry, before you run out of air. \$39.95 *MichTron/Microdeal*

## **Ajax**

Engage in intense combat with jet fighters, tanks, ships, helicopters, and aircraft carriers as you try to save the Earth. Joystick controlled. For one player only. \$44.95 *Konami, Inc.*

## **Alien Fires-2199 A.D.**

Scientific role-playing. Assume the role of Time Lord, a mythical time traveler, and seek out a time machine you must destroy at all costs. Customize your character: decide on strengths and weaknesses in fighting, diplomacy, dexterity, etc. Rock soundtrack, digitized sound, speech synthesis. Smooth scrolling 3D color graphics. Sophisticated character interaction. \$39.95 *Paragon Software Corporation*

## **Alien Syndrome by Sega**

Aliens have taken over an out-colony and are holding your friends hostage. In this Sega arcade game, you'd better move fast—because soon, a time bomb will get all of you. \$39.95 *Mindscape Inc.*

## **Altered Beast by Sega Enterprises**

Summoned by Zeus, God of Thunder, you have been awakened from the dead to challenge the wicked Neff, God of the Underworld, for the fate of Athena. You are the Altered Beast bestowed with five formidable forces of transformation—each more ferocious, more overwhelming than the last. In this worldwide #1 arcade hit you destroy Grave Masters, Chicken Stingers, Cave Needles, and other treacherous foes. \$49.95 *Electronic Arts*

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## **Alternate Reality: The City by Datasoft**

Fantasy role-playing adventure game. Explore The City, fully populated with new creatures. Secret doors lead to adventure. Internal clock times sunrise and weather. \$39.95 *Electronic Arts*

## **Amegas**

Amegas is a fast-paced game written to take full advantage of the Amiga's amazing speed, graphics and sound! Bounce, shoot, slam, and juggle your way through forty challenging screens. Every screen has its own surprises and it will take quick reflexes to deal with all the action, sounds, and sights! \$34.95 *DigiTek Software*

## **Andromeda Mission by Demonware**

As a player, you are elected to save the human race from an evil unknown to mankind (retail sales only). \$39.95 *American Software Distributors*

## **Annals of Rome by DataSoft**

You are the leader of the ancient Roman senate dated back to 273 BC. Foreign and civil wars. \$34.95 *Electronic Arts*

## **Aquaventura**

Multi-level arcade game that moves solid objects, on a fully featured smooth scrolling 3D playfield at phenomenal speed. A product that stretches 16-bit technology to its limits in graphics, sound, gameplay and cubic destruction. \$49.95 *Psygnosis Limited*

## **ARKANOID**

Brick and paddle arcade game. Digital stereo sound, 66 levels of play. Features animation and digital quality sound in a game that tests your reflexes and challenges your split-second decision-making skills. Deflect the rebounding energy ball to destroy mesmerizing brick formations. Each level is tougher than the last. \$29.95 *Discovery Software*

## **Arazok's Tomb**

You're the reporter, investigating a story about an ancient underground city rebuilt in a land of the supernatural, diabolical, and deadly. It is full of mystery, magic, and evil. \$19.95 *OXXI, Inc.*

## **Archipelagos by Fanfare**

Archipelagos is an action-strategy game where the player's goals are to destroy radioactive nodes and obelisks in an effort to make the earth inhabitable for humans. But the quest is hindered by wandering necromancers, waste patches and malfunctioning air sweepers. \$39.95 *Britannica Software*

## **ArcticFox**

Use your high-tech snow tank to defend the South Pole from alien invaders. 3D landscapes, varying terrain, changing weather, more. \$19.95 *Electronic Arts*

## **Art of Chess**

Play with the Grand Masters with beautiful graphics. Play against the Amiga, against a human opponent (with The Art of Chess as referee) or watch The Art of Chess play against itself. \$24.95 *EPYX*

## **Arthur: The Quest for Excalibur**

In Arthur: The Quest for Excalibur, players get the chance to fulfill their destiny as they assume the role of the youthful Arthur on a quest for Excalibur, the legendary sword that will make him King of England. Arthur brings Arthurian legend to life with rich, evocative prose, mythic characters, and more than 100 captivating graphics evoking medieval England. As an eel, owl, salamander, turtle or badger, players can go places and do things that would otherwise be impossible. How players use this power, and how they solve the myriad puzzles that confront them, will determine the success of their quest. \$49.95 *Infocom*

## **Artura by Arcadia**

Arcade adventure in days of old! As Artura, you must maneuver the mystical wheel of Cerridwen to rescue Nimue, the beautiful keeper of the secret of the lost ancient treasures, from the stronghold of the evil half-sister, Morgause. Overcome ghouls, spiders, soldiers, and giant rats to find the mystic rune stones which will help your quest. \$39.99 *Virgin Mastertronic International*

## **Aunt Arctic Adventure**

New multi-level arcade game with challenges and surprises for the experienced gamer. Charlie





the Chimp has talked his good friend Penguin Pete into helping him rescue his Aunt, who has been kidnapped by Big Borus, the evil ringmaster, who has forced her to work in his circus in the Arctic. You must battle your way through each of 50 levels. Full stereo sound effects and music. 5400 full-color screens. \$39.95 *Mindware International*

## **Aussie Joker Poker** **by Joker Software International**

A computerized card game where the computer acts as dealer and croupier, while up to 90 players compete against one another. Purchasers who believe they are among the top 25 poker players are able to play in a special competition mode and may enter their scores for consideration in an Aussie Joker Poker Hall of Fame. \$14.95 *Mindscape Inc.*

## **Autoduel**

Build the biggest, baddest, heaviest armed car you can to carry out an FBI mission. An adaptation of Car Wars, the package includes one disk, a road map, driver's handbook, and a tool kit. \$39.95 *Origin Systems Inc.*

## **Awesome Arcade Action Pack by Arcadia**

Three great arcade games: Sidewinder, Captain Zed, and Blasta Ball. In Sidewinder, you'll pilot a spaceship through 3D scrolling screens to kill the alien Star Killer. Captain Zed leads you through 14 levels of attack from vicious Xenon aliens. Blasta Ball is 37th century ice hockey. \$49.99 *Electronic Arts*

## **Axe Of Rage**

A fast-action game with bizarre characters like the barbarian, Pith-Doff Man, the Gargantuan Phlegm Launcher and many more. Players choose the character of either Gorth or Princess Mariana. Their quest is to find the evil sorcerer Drax and stop him from shrinking humankind's brain capacity in an attempt to throw civilization back millions of years. Over 10 axe moves on 18 gross creatures in 18 weird chambers. \$49.95 *EPYX*

## **BAAL**

A mixture of strategy and arcade action featuring: 8-way scrolling through 3 distinctive domains, multi-level. More than 100 monsters and 400 traps. You are the leader of the Time Warriors. Can you save earth from the evil BAAL? His army of undead has stolen an awesome weapon of destruction, a War Machine. Can you succeed in fighting off his monstrous demonic beasts? The alternative is literally 'Hell on Earth'. \$14.95 *Psygnosis Limited*

## **Bad Dudes**

Intense street-fighting action game. \$44.95 *Data East USA, Inc.*

## **Balance of Power**

Takes all the features of the original award winning game and adds numerous enhancements to reflect the current amplified state of world affairs. Be a superpower leader in

this nuclear-age strategic simulation pitting the US against the USSR. \$39.95 *Mindscape Inc.*

## **Balance of Power: The 1990 Edition**

Experience firsthand the pressures and challenges of global leadership in the updated and expanded version of Chris Crawford's award winning geopolitical simulation. In the game, you conduct foreign policy as the president of the USA or as the general secretary of the USSR. Strike the right balance between forcefulness and cooperation, and you accumulate world prestige-without creating nuclear holocaust. \$49.95 *Mindscape Inc.*

## **Ballistix**

Played on over 130 different pitches. You've got to score more goals than your opponent, whether it's another humanoid or the computer. Everything from ball speed to control to pitch design to number of players can be selected from the opening screen. \$34.95 *Psygnosis Limited*

## **Ballyhoo**

Rescue the circus owner's kidnapped daughter in an adventure behind the scenes at a circus. \$14.95 *Infocom*

## **Batman the Caped Crusader**

It's two exciting games in one. Now you can thwart the Penguin or the Joker and crack the world's most baffling crimes as Batman, the Caped Crusader. First a flock of web-footed warriors, then a barrage of bomb-throwing buffoons. This could only be the diabolical doings of you-know-who... An umbrella factory? Robotic penguins? Looks like the infamous jailbird's out again on another felonious fling! Can you locate the Penguin's master computer? Clip his wings and pull the plug on his squawking thugs. Quick to the utility screen! Batarangs! Batgrenades! And a banana, for boosted crime-fighting energy. A booby trapped farmhouse? A circus of clones? The crown prince of crime is about to deal his most heinous hand ever! Can you rescue the imperiled Robin? Dethrone the Joker and defuse his troupe of doomsday duplicates? \$44.95 *Data East USA, Inc.*

## **Battle Chess**

Animated chess pieces fight over the squares. Pieces represent Medieval figures. Colorful animation & digitized sound can be toggled on/off. Strong chess algorithm for those who want to concentrate on the game. \$49.95 *Interplay Productions*

## **Battle Squadron**

Arcade action shoot-'em-up with over a half hour of different graphics. Three levels of play. Chameleon ships that fly towards your ship(s). Two can play simultaneously. Excellent graphics, superb playability, music and sound effects. \$39.95 *InnerPrise Software, Inc.*

## **Battlechess by Interplay**

An entire medieval world war is reflected on the checkered field. Colorful and dynamic 3-D

animation. Over 4 megabytes of animation. Ten different difficulty levels. 400K of digitized sound effects. Modem capability for remote play. Open library of 30,000 moves. Play against a friend, against the computer, or let the computer play itself. \$49.95 *Mediagenic*

## **BattleDroidz by DataSoft**

3D, animated competition game based on the brutal gladiator games of ancient earth. The Master Computer, Kronos Prime, has designed a series of warzones with 5 levels of difficulty. Players maneuver through landscapes of rolling digital hills, plummeting concrete cliffs, and searing acid pools. Armed with smart bombs and photon guns, the BattleDroidz must conquer each warzone by capturing the energy keys that unlock the entrance to the next zone. \$34.95 *Electronic Arts*

## **Battlehawks 1942™**

The blood-red Rising Sun on the tan flight deck of the Akagi rushes toward your windscreen as your SBD-3 Dauntless dives through the flak. 3,000 feet! 2,000 feet! Bombs away! In Battlehawks 1942,™ you'll fly historically accurate missions in realistic U.S. and Japanese fighters, dive bombers and torpedo planes in four carrier battles of the Pacific war. True-to-life flight dynamics and instant replays make this a thriller. \$49.95 *Lucasfilm Games*

## **Battleship**

Based on the board game, Battleship pits you in head-to-head action against another navy. \$29.95 *EPYX*

## **BattleTech: The Crescent Hawk's Inception**

Authentic BattleTech combat is yours to command. Exciting, animated role-playing action. All new, richly detailed story set in the world of the Successor States. Emotive outtakes in the Japanese comics style increase the realism. Plan your own battle tactics, or let the computer determine strategies for you. Your Battletech package contains the game disk, Player's Guide, Weapon and 'Mech Recognition Guide, and Full color poster. \$49.95 *Infocom*

## **Better Dead Than Alien**

Space age game for those brave enough to face the alien menace. You and fearless hero Brad Zoom must battle wave after wave of slimy alien creatures who ooze and slither down the screen looking for a quick lunch. Comical graphics and clever sound effects make Better Dead as much fun to watch as it is to play. \$34.95 *Discovery Software*

## **Beyond 2400 A.D.**

Step into the blistering action and strategy of futuristic urban combat in this space age, role-playing adventure game. As a new arrival on the planet XK-120, you are chosen by the beleaguered underground resistance to lead the revolution against sinister robot oppressors and restore freedom to the city of Metropolis. Unparalleled, smooth-scrolling, state of the art





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graphics with a slightly tilted, top-down perspective. Provides a large, detailed city with 9 levels and a huge underground passageway system. \$29.95 *Origin Systems Inc.*

## Beyond Dark Castle

In Activision's newest action/strategy title, return with Prince Duncan as he ventures on a mission to conquer his mortal enemy, the Black Knight. Players find themselves back in the dreary, damp castle and they must combine their best strategic tactics with quick action in an all-out adventure. A sequel to Dark Castle, this title features third-person perspective where players are continually challenged with animated creatures and seemingly inescapable castle rooms. \$29.95 *Activision*

## Beyond Zork

Design your own character to unravel the mysterious disappearance of the Wizards of Quendor. Characters have new weapons and abilities. Includes onscreen map. \$49.95 *Infocom*

## Bingo Parlor

Talking bingo game for 1 to 10 players. Menu choice of game, speed, voice. 320 x 200 resolution. \$19.95 *Silver Software*

## Bionic Commando

For two years, your people have struggled against invading forces. With your army reduced to a handful and your artillery depleted, further resistance seems impossible. But in a hidden underground laboratory, a team of scientists has at last perfected a new kind of fighting machine: a bionic arm that extends and contracts, providing unheard of strength and maneuverability. Combined with a arsenal of rapid-fire, armor-piercing, and heat-seeking weaponry, this will put the power of an entire army in the hands of one man... one carefully chosen soldier, who has what it takes to become a new breed of unstoppable commando... a Bionic Commando. And you are that soldier. \$39.95 *Capcom, U.S.A.*

## Black Lamp

A once-upon-a-time tale with animation, fast arcade action and multiple levels for hours of gameplay. This medieval melodrama pits the hero, Jolly Jack, against a host of animated animals. Characters include skull-dropping buzzards, evil eagles, spitting witches and the fire-breathing dragon. Includes romance, action, adventure, detailed backdrops and excellent animation. \$24.95 *RainBird Software*

## Black Shadow

Save Earth from a mysterious asteroid, outgun the enemy and bomb key installations. One player or simultaneous combat. \$34.95 *Scorpion*

## BlackJack

Now you can play BLACKJACK on your Amiga just as if you were in Nevada. Deals up to nine

players using up to nine decks! This program actually analyzes and reports on your progress during the game so you can mathematically create your own system of betting and winning! Blackjack is totally mouse operated and has built-in instructions that can be recalled and time during operation. \$34.95 *The Software Factory*

## Blackjack Academy

Learn and practice the basics of Blackjack. Five-player card table, dollar amounts up to \$9,999.00, card toggles on and off. Use multiple table rules (Reno, Las Vegas, Atlantic City) or customize your own table. Pull-down help menu, color selectability, play strategies, game save and retrieve. Also includes quick reference card to help you make the best decision. \$39.95 *Microillusions*

## Blitzkrieg at the Ardennes

WWII battle simulation game. Full color graphics, digitized sound. Also available: 1 Meg version \$9.95; updates-10 plus disk. \$52.95 *Command Simulations*

## Blockout

A 3-D challenge of thought and skill. Maneuver, rotate and position various 3-dimensional blocks, as they fall into the playing pit. Fit them together to form complete layers and the layer will disappear giving you more room to work. Options allow you to change the size of the playing pit, the block shapes, and the speed of play-making for literally thousands of combinations. \$39.95 *California Dreams*

## Blood Money

Swap from submarine to helicopter to jet pack in your fight against the monstrous creatures and alien weapons assaulting you from all angles. Balance your budget throughout each of the four alien safari missions. And buying extra weapons isn't just a frill - it's a matter of life and death. \$39.95 *Psygnosis Limited*

## Blue Angels

Flight simulation. You perform over 25 actual air show maneuvers in 3 types of air shows and earn a place on the pilots Hall of Fame. \$44.95 *Accolade*

## Bobo

The player joins poor Bobo Inzeeslammer, helping him stay ahead of his menial chores and plan his escape. Bobo's no penal pushover! From morning to night, the player runs Bobo ragged trying to keep the ol' cell block ship-shape. \$34.95 *Antic Publishing*

## Boing! The Game

This new game is dedicated to the authors of the original Boing! demo: Sam Dicker, Dale Luck and =RJ= Mical. Enter the daydreams of Seymour Greene, disillusioned employee of CBBM (Cute Beach Ball Manufacturer—arch business-rival of IBBM and AppBall). Help Seymour escape from the imaginary underground cave system, where

evil green Boing! balls constantly try to kill him. Guide him to the exit so he will snap out of his daydream and avoid being fired (he's already been warned!). Maneuver Seymour around the flame geysers and falling rocks, up ladders, down slide-poles and through the teleporters! 30 levels and an included Level Editor (make your own!) \$39.95 *Micro Momentum, Inc.*

## Bomb Busters

It is the year 2001... During a recent wave of terrorism, bombs were planted throughout the famous buildings of the world. You as leader of the crack bomb squad, Bomb Busters, have been summoned to defuse the bombs. Equipped with only a jet pack, you must fight your way through 100 levels on two disks and save the world. Hurry-time is running out! \$29.95 *ReadySoft Inc.*

## Boomeraid

Witness outback bushman removing social undesirables from the city park using a spear and boomerang. These weapons follow graphed flight paths, with control through a mathematical equation. Also included: Mathbench graphing tutor, teaching graphing concepts, 20 questions to test knowledge on subject matter. Games uses concepts learned in tutor. \$39.50 *TSA Media/American Software Distributors*

## Bowling

Bowling action game. Player uses the mouse to throw the ball. \$19.95 *Silver Software*

## Breach

One player tactical squad combat game. Includes intelligent opponents, multi-level combat areas, many pieces of equipment, and several combat scenarios. Includes scenario builder. \$39.95 *Omnitrend Software, Inc.*

## Breach 2

The campaign continues! Lead squads of marines into more sophisticated scenarios. Features animated play and digitized sounds. \$49.95 *Omnitrend Software, Inc.*

## Bride of the Robot

Adult graphic/text adventure. The further adventures of Captain Brad Stallion. Miss Galaxy has been kidnapped by a runaway robot! Your mission is to rescue her. \$39.95 *Free Spirit Software, Inc.*

## Bridge 5.0

A complete bridge playing simulation. Play with computer partner against two computer opponents. Supports both bidding and playing out of hand. Unlimited number of hands. Bidding based on the five-card major approach and uses the Stayman and Blackwood conventions. Program reviews the bidding, keeps score, and informs user of illegal play or bid. Auto-play mode for players who prefer the computer to make their bid. Quit, claim, or concede any hand during play. For advanced or novice players. \$34.95 *Artworx*





## Bridge 6.0

The latest version of Bridge has significantly improved bidding and play from earlier releases and has numerous new convenience features. As before, Bridge 6.0 will bid and play out the hand, recognize blackwood and stayman conventions and replay interesting hands as well as deal an opening hand if requested. The auto-bid and play features have been expanded to include a suggested bid; the minimum point count for an opening hand can now be specified up to 25 points; the last trick and bidding can be reviewed and the bidding now takes into account partial game scores. In addition, you can play either contract or duplicate bridge. In the duplicate mode, the program deals the same hand twice, switching positions to allow the user to play both offense and defense. The program will deal millions of different hands and you can even set up your own hands and save them to disk for replay at a later time. \$39.95 *Artworx*

## British Open Courses

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Carnoustie; Royal St. George's (Sandwich); Royal Birkdale; The Honorable Company of Edinburgh Golfers (Muirfield); Royal Lytham and St. Annes. 43 opens! \$20.00 *Moonlight Development*

## Bubble Bobble

These are two hungry Dino-Mights and they've got bubble fight'n fun down tight. You and your brontosaurus buddies, Bub and Bob, are up to your brows in bubble trouble. You've got to battle battalions of bullies by blowing and bursting billions of bubbles. It's a fast-paced bubble banquet through over 100 screens of slap-happy suds. Got an appetite for fun, ...then get blowin! \$34.95 *Taito Software, Inc.*

## Bubble Ghost

Help a mischievous spook guide a bubble through 36 rooms, catacombs, obstacles, and traps \$19.95 *Accolade*

## Budokan

Welcome to Tobio Ryu Dojo. The journey of a thousand steps begins here. What will impress you most on your journey? Will it be the fluid character animation that makes Budokan the most elegant and realistic game ever created? Or will it be the hard training you endure in the authentic arts of Kendo, Bo, Nunchaku, and Karate? Or will the twelve black belt opponents at Budokan, with their amazing cunning and talent, etch deepest in your mind? Walk the path of the warrior in Budokan and let everything impress you. \$49.95 *Electronic Arts*

## Bureaucracy

Get your bank to acknowledge your change-of-address form while you entangle yourself in endless red tape that leads you to a ravenous llama and the top of a tree in the Zalagan jungle. \$14.95 *Infocom*

## California Challenge

Scenery add-on disk for The Duel. \$19.95 *Accolade*

## California Games

Play for a big-name sponsor as you surf, skateboard, roller-skate, and BMX race all through California. Specially-marked game boxes give you a chance to win T-shirts, skateboards, watches, keyboards, sunshades, flying disks, and jet skis! \$39.95 *EPYX*

## Capone

Action and adventure in Chicago's 1920s. Use your machine gun to beat the gangsters. Live up the action with The Phaser, a real light gun sold separately. \$39.95 *Actionware*

## Captain Blood

Award-winning visual effects and a revolutionary icon language transport science-fiction fans to a new dimension in this sophisticated adventure game. Your mission: search the galaxy and interrogate aliens to track down the five clones draining your energy force. Includes a vast universe of more than 32,000 planets, dazzling graphics and digitized music and sound. \$49.95 *Octree Software, Inc.*

## Captain Fizz Meets The Blaster-Trons

You and a friend will put your minds together to figure out the tactics that will get both of you through the game's 20 fiendishly compulsive levels. Don't be surprised if you can't tear yourselves away! While there's no shortage of alien blasting in this game it's only there to give you and your partner the breathing space to work out what on earth to do next; like who's got the guts to sacrifice his life for the greater good of the game...and who knows, you may even get close to winning. \$29.95 *Psygnosis Limited*

## Carlos Monte's 7-Card Nopeekie

Feel like your on the boardwalk while brushing up on this poker-style casino game. \$19.95 *Erisian Software Products*

## Carlos Monte's Blackjack/Solitaire

Beat the dealer in do-or-die blackjack or solo a round of solitaire. \$29.95 *Erisian Software Products*

## Carlos Monte's High-Rolling Craps

For the gambler, complete the Carlos Monte collection with full craps rules and all casino options. \$19.95 *Erisian Software Products*

## Carrier Command

A game of strategic warfare combining wild arcade action and stunning three-dimensional graphics. You are at the helm of a futuristic aircraft carrier equipped with fighter planes and amphibious tanks, missiles and virus bombs. Use up to 4 aircraft and 4 amphibious vehicles simultaneously, to capture over 60 islands. Features 3-D solid-filled graphics, smooth scrolling, fabulous sound and special effects.

Your choice of action or strategy game, plus save-game option. \$44.95 *RainBird Software*

## Casino Fever

Play and learn craps, roulette, blackjack and poker. Online help in craps and roulette. Mouse driven interface, Vegas odds. Works on any Amiga. \$39.95 *Mindscape Inc.*

## Castlevania

Fight ghosts, goblins, demons, wolves, and bats, all thirsty for your blood. Go up against Count Dracula as he goes for your jugular. For one player only. Joystick controlled. \$44.95 *Konami, Inc.*

## Centerfold Squares

Adult-oriented game with digitized graphics. Play against a Centerfold opponent to uncover strategically positioned squares. Different skill levels from easy to nearly impossible. Graphics digitized using a proprietary process that combines the best features of modern scanning technology with the artist's finishing touches. \$29.95 *Artworx*

## CHRONOQUEST II

Following on from the hugely successful adventure game Chronoquest, in which you were involved in a frantic race through time and the ages in the fantastic Time Machine Explora to find your father's murderer—you have now accomplished your task and are about to return to your family chateau, 1922. Explora is still there, but does this technological wonder invented by an old scientist at the beginning of the Twentieth Century have enough fuel to take you back to your origins? Unfortunately, the teleportation phase is disturbed by a major incident—a disorder in the temporal turbines has caused the engine to overheat and to use too much of the metal essential to fuel the super-generator. Yet again, catapulted into the world of the unknown, you are going to have to use every last bit of intelligence to survive the trials that await you. Confront characters and situations from both History and Myth. From the Ancient Greece of Legend, through time, to the France of swashbuckling Musketeers. Can you live up to the cunning and strength of Ulysses, or the daring-do and charm of D'Artagnan? There's more than your life at stake as you cross the paths of some of History's most seductive (and deadly) damsels, fearsome beasts, temperamental Gods, and haughty heroes. \$49.99 *Psygnosis Limited*

## Chariots of Wrath

While fighting for your King in far-off lands, a rival Baron has kidnapped Princess Arthena, your future Queen. Chariots of Wrath combines arcade action with the depth and challenge usually only offered by adventure or strategy games. \$34.99 *Impressions*

## Charon 5

New design concept combines a mix of strategy and fast-paced arcade action to produce an





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enduring game of epic proportions. The action takes place on 5400 full-color screens spread throughout 11 levels, enhanced by exceptional true stereo sound and music. \$34.95

*Mindware International*

## Checkered Flag Rally

One or two player, overhead view, and 48 directional scrolling in 32 colors! Pushing the Amiga to its maximum. Checkered Flag Rally achieves 55+ frames of animation per second. Race on one of ten courses, each so large that it takes at least four minutes to complete just one lap! \$44.95 *Realism Entertainment*

## Chrono-Quest

Your quest begins in your father's chateau circa 1920, where you find his latest invention: A fantastic time machine. You are the prime suspect of your father's murder, but a letter from him leads you to think he has escaped into the future. You must find fragments of a magnetic card needed to drive the machine home. Brilliant graphics, full icon control, 3 disks. \$49.95 *Pygnosis Limited*

## City Defense

Defend cities from outer-space laser attacks. Includes limited missiles, mouse control. \$19.95 *Constellation Software*

## CLOWN-O-MANIA

CLOWN-O-MANIA is the adventure of Beppo the Clown. Beppo has spent his whole life exercising the laugh muscles of thousands of enraptured audiences. One evening in the empty circus stands he finds a map showing the way to a country full of priceless crystal. From this day forth Beppo gives up his life as a clown and decides to set off on a journey into a new world. Accompany Beppo through this amazing crystal wonderland with 70 levels full of riddles and tasks, 3-D screen construction and soft-scrolling in all directions, hilarious upside down play, great music during gameplay and lots of enemies and surprises. \$34.95 *Star Games*

## Classic American Courses

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Seminole (Palm Beach, FL); Pine Valley (Clementon, NJ), ranked No. 1 in America; Spyglass Hill (Pebble Beach, CA); The National Golf Links of America (Long Island, NY); and Cherry Hills (Denver, CO). \$20.00 *Moonlight Development*

## Clever & Smart

Join the fun with the bumbling detective characters from Germany's most popular comic strip. They're on a mission of a lifetime trying to find the kidnapped Dr. Bacterius. Incredibly tricky program of strategy as these zany characters fall in and out of trouble and mischief. Package also includes: The Crimes, a newspaper filled with clues that will help you solve the mysterious crimes. \$34.95 *DigiTek Software*

## Clue Master Detective

Play your favorite game of criminal detection with friends, or against the ultimate master of deception, your computer! Play with a mixture of human and computer-controlled opponents. \$39.99 *Mastertronic International*

## Clue Master Detective (512K)

The well-known board game comes to the Amiga. Play against the computer or play with the computer and human opponents. Clue Master Detective has more suspects, murder locations, and weapons than the board game. \$39.95 *Virgin Mastertronic International*

## CODENAME: ICE MAN

Your mission (should you choose to accept): rescue an American ambassador from a group of fanatical terrorists. If you are up to the challenge, then step forward and join the global action of CODENAME: ICE MAN, a new genre of Adventure/Simulation Game from Sierra. ICE MAN allows you to experience a futuristic nuclear attack submarine simulator. Guide this advanced stealth sub across the globe and into combat with enemy warships. New enhancements of SCI produce a very authentic simulation. Using an optional mouse, you can work the gauges and steering wheel in the submarine. Also, an improved parson provides a much more life like feel to the action. As Johnny Westland, a member of an elite U.S. Navy SEALs (Sea, Air, Land) commando team, you must travel undetected, via a state-of-the-art nuclear attack submarine, to rescue the ambassador-and time is running out! Set in the future, CODENAME: ICE MAN takes you from the sun-splashed beaches of Tahiti, underneath the polar icecap and to the dusty, heat-seared desert of North Africa. Call for price. *Sierra On-Line*

## College League Option Module

Select one of the top 64 college teams in the nation to lead through the annual Championship Tournaments with SportTime's newly released 'College' League module. Play with the actual teams, players, and stats from the 1989 college basketball season. Each team is unique, so the final outcome of any tournament will depend upon the player's coaching and gaming skills. Actual past and future college season data disks will also be made available for this Option Module shortly. \$19.95

*SportTime Computer Software*

## Colossus Chess

This program offers exceptional graphics, four different sets of chess pieces, complete control over screen orientation (view board from any angle), six playing modes. A unique feature is its ability to learn new lines of play based on its experience playing against opponents. \$34.95 *Artworx*

## Combat Course

Get out those fatigues- you've just been drafted into a top-secret training camp for the military

elite. Test your skill and endurance in four fast-paced training levels, then build your own obstacle course for the ultimate challenge. \$39.95 *Mindscape Inc.*

## Combat Zone

Dack MacKenzie is your name; most fearless and hotheaded one/man army this country has seen! Ballistics expert, tank operator and ace helicopter pilot, do whatever it takes to get the job done right the first time. Operation Skylark is your next assignment, the most difficult and dangerous yet. Enemy forces have been detected on American soil, and it's your job to stop them cold! Use combat skills to blast apart waves of enemy attacks! Get the job done right the first time...or it may be your last. \$14.99

*Keypunch Software*

## Commissioner's Disk

For use with Earl Weaver Baseball and Season Data Disks, the Commissioner's Disk provides players with complete control of any baseball league imaginable. A sophisticated tool for managing league baseball, players may use it independently for real-life leagues, from Little League to softball leagues. Become General Manager, as players may draft and schedule a league, hire free agents, update player and team files, and trade up to five players at a time while attempting to operate a successful league. Player rosters and league schedules may be customized and printed once a team has been organized. Players accumulate statistics, view league stats by batting average, slugging percentage, pitching performance, and player position. Players may design their own ballpark or redesign the classics. \$19.95 *Electronic Arts*

## Conquests of Camelot

A tale that has been told through the centuries will soon become a Sierra 3-D Animated Adventure Game. From the highest rampart of Camelot, to the Holy Land, across storm-tossed seas, Conquests of Camelot will take you in search of the Holy Grail, a search determining your will, your faith and your physical prowess. Holding true to the mythical Celtic legend, all of your favorites are here with graphics and sound that bring new life to a tale often told: King Arthur, Gwenhyver, Sir Lancelot, and Merlin, who knows all. In simulated combat, you will wield Excalibur, the sword of Kings, and joust from horseback, as you journey to find the lost Grail. Call company for details. *Sierra On-Line*

## Contra

Pitted against the galaxy's fiercest foe, the Red Falcon, you'd better win or the world loses. You have a multitude of weapons at your disposal—from rapid fire machine guns to high-tech lasers. You'll sweat blood, fighting past complex mazes, underground security systems, and tropical forests surrounded by giant waterfalls and alien cannons. The ultimate test for the ultimate guerilla warrior. If you survive, the Earth survives. Features simultaneous play for two





players or play against the computer. Joystick controlled. \$44.95 *Konami, Inc.*

## Corporate Raiders

The Orvan Quadrant, named for the Orvo who first explored here, was avoided for many years because of natural dangers like asteroid fields, gravity wells, and a menace the Orvo called "Sirsha Abaan". That was before technology was developed to mine raw energy directly from the gravity wells. Now you must protect your bases and freighters from competitors and keep control of your Grav Wells. Because the Grav Wells can damage the nervous system, the ships are remote controlled. You can control up to 16 patrols of 5 ships each and send probes to locate enemy ships and bases. Can you fend off enemy attacks and earn the coveted Escalon Gold Cross? \$39.95 *Twilight Games* please see display ad this page

## Corruption

A fast-paced illustrated interactive adventure game about power, profit, double-dealing and

deceit. Powerful graphics reflecting the financial world and underworld of London plus an expansive vocabulary that let's you interact with over fifteen characters in everyday language. This compelling adventure tests your skill at manipulating characters and extracting information to solve the puzzle. Recommended for adult minds only. \$44.95 *RainBird Software*

## Cosmic Bouncer

Be the first tennis ball to come to life. Bounce and dodge your way through 22 scrolling levels, which are cluttered with death tiles, acidic blobs, super bonuses and disappearing floors! Earn the title Cosmic Bouncer! \$29.95 *ReadySoft Inc.*

## Cosmic Relief

Find Professor K.K. Renegade, the only man who can save the Earth from asteroid devastation. Direct one of five explorers over caverns, across a tightrope, even over the clouds on a vacuum cleaner as you try to find

the Earth's only hope. Use tools you find along the way to help in your quest. Humorous graphics and stereo soundtrack. \$34.95 *DataSoft*

## Craps Academy

Learn the mysteries of the craps table in the privacy of your own home. Graphics and special effects teach you the rules of the game. A 4-player table allows 5 friends to play at once, animated dice with scrolling table, complete glossary of buzz words, instant recap of recent game and player stats. \$39.95 *MicroIllusions*

## Crash Garrett

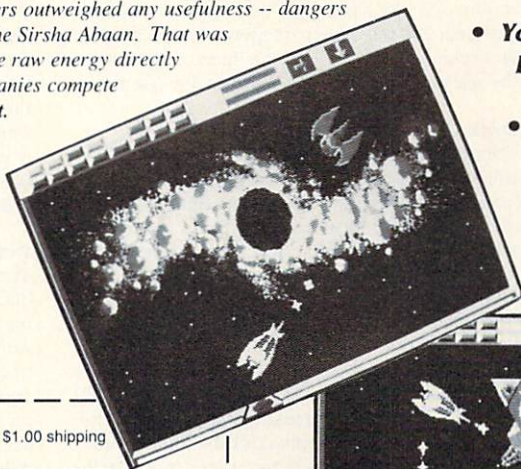
Contemporary, action packed comic adventure, comic book format reveals stylish, detailed animated faces complete with speech bubbles and voice audio. Sophisticated, full-body surprise sequences appear throughout to enhance the story line. Players direct the characters by entering commands or take cues from the action that proceeds unprompted. Set

Twilight Games Introduces NEW

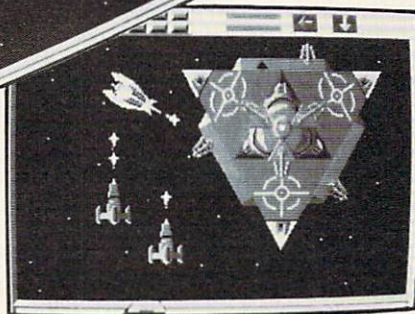
# Corporate Raiders

52 years ago, the Orvo first explored what is now known as the Orvan Quadrant. The area was forgotten because the natural dangers outweighed any usefulness -- dangers like Gravity Wells, Asteroid Belts, and the Sirsha Abaan. That was before technology was developed to mine raw energy directly from the Gravity Wells. Now four companies compete for mining rights in the Orvan Quadrant.

- **Plan your Strategy!**  
Then grab the joystick and take control
- **A perfect blend of Strategy and Arcade Action**



- **You control Multiple Patrols**
- **Form Alliances**
- **Obliterate Enemy Bases**
- **Plunder Enemy Grav Wells**



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# ENTERTAINMENT

in the late 1930's, ace flyer Crash Garrett escorts you through the Hollywood scene to rescue sultry gossip columnist Cynthia Sneeze from sinister Nazi mastermind Baron von Engel Krul and his cronies. \$39.95 *Antic Publishing*

## Crazy Cars

Race in The American Cross Country Prestige Cars Race, the world's craziest race. Over six tracks cover the U.S. in 72 stages. Complete the race before time runs out and get a faster car. Start with a Mercedes 560 SEC, then a Porsche 911 Turbo. Work up to a Lamborghini Countach, and if you're good enough, a Ferrari GTO. \$39.95 *Titus Software Corporation*

## Creature

Distress calls received from deep space report hostile alien life forms, and you are the only space security captain within range. Will your light phaser (sold separately by Actionware) be enough to stop the aliens? And what of the rumors describing an unstoppable beast that lurks within the walls of the space station? This may turn out to be your worst nightmare, for it is... Creature! Also uses mouse. \$39.95 *Actionware*

## Cribbage King / Gin King

Two brilliant card game programs in one package! Gin King will astound you with its stunning full-color high resolution graphics and challenging play. Cribbage is one of the world's oldest and most popular card games. Now with Cribbage King you can play cribbage like a king! Package includes free cribbage board and a deck of Bicycle playing cards. \$59.95 *The Software Toolworks*

## Crystal Hammer

Breakout game with 30 levels of play for one or two players. Eight differently programmed crystals, intelligent enemies, smooth scrolling. \$19.95 *Constellation Software*

## Cutthroats

You're an expert diver working with a cutthroat gang to salvage a shipwreck's sunken treasure; but you can't afford to let the gang get their hands on it. \$14.95 *Infocom*

## D.R.A.G.O.N. Force

This individual-level combat simulation puts you in command of an elite anti-terrorist strike force assigned to a series of top-secret missions around the world. D.R.A.G.O.N. Force is a top-secret team of 14 soldiers with individual combat specialties and attribute levels. As commander, you select the seven best men for each mission, based on information in classified dossiers. You also choose the most effective weaponry for each team member from a selection of 16 modern combat weapons. D.R.A.G.O.N. Force features 12 different missions, each designed to challenge you with unique locations and terrain, combat conditions, enemy activity, and objectives. Assignments include rescuing hostages, raiding a

cocaine lab, even freeing captured teammates from a P.O.W. camp. Missions can also be run as training exercises. \$49.95 *Electronic Arts*

## DARK CENTURY

A gang of extremely dangerous convicts is trying to escape from the federal prison planet. If the gang of prisoners succeeds in reaching Earth, who knows what can happen? Your mission (CODENAME: SURVIVAL EDGE) is to capture the convicts while they are still on the planet, but first you must neutralize the ultra-sophisticated tanks which they have stolen and are using in their escape attempt. You are in command of the pursuit tank squad. Your tanks are all equipped with the latest in detection devices and technology. Be the ultimate strategist, and lead your team in defeating the bloodthirsty convicts. Get ready for the fight of your life and remember, SHOW NO MERCY. First arcade game ever to use Ray-tracing technology (synthesized pictures). \$44.95 *Titus Software Corporation*

## Daily Double Horse Racing

Spend a day at the race track with a full card of ten races. Check your racing form, handicap the races, taking into account the horse, jockey, and track conditions. Then place your bets and watch the action of the race in 3-D scrolling graphics. \$29.95 *Artworx*

## Damocles

Paul Woakes, one of Europe's best-known programmers, has created an ingenious and challenging real time 3-D adventure. Interactive gameplay allows users to capture 3-D objects and relocate them at will. Player-operated explosives give very graphic results. Use too much explosive and you'll blow yourself up! Features include: Frequent day/night changes with dynamic views of sun/moon/planet risings and settings, 37 city sites, 3000 multi-room buildings and over 200 movable gameplay objects. Buying and selling of objects lends an interesting twist to the game. \$44.95 *Media Technology Limited*

## Dark Castle

Conquer numerous perils and defeat the Black Knight in the Castle of Doom. Search the castle's halls; but watch out for the bats, rats, vultures, mutants, magic brooms, and whip and rock wielding henchmen. Fourteen levels of increasing difficulty. Animated color graphics and digitized sound effects. \$44.95 *Three-Sixty, Inc.*

## Dark Side

An alien race seeks the final destruction for humanity. Their awesome doomsday device, the Zephyr One, is programmed for the final assault. Armed with laser, shields and a jet power pack, you must infiltrate a heavily guarded military zone and destroy the Zephyr One. Features Freescape, the ultimate smooth scrolling, solid 3D system. Observe your entire surroundings in 3D first person perspective. \$39.95 *Cinemaware Corp.*

## Datastorm by Visionary Limited

The explosion of the planet Xerxes plunged its eight orbiting colonies into deep space. Forced to rebuild, they are seeking out a new home planet. You must guide and protect the eight survival pods through their dangerous voyage and lead them to sanctuary. Fight up to 128 intelligent enemies simultaneously, 3 skill levels. Special powers include: shields, smartbombs and cloaking devices. \$39.95 *Media Technology Limited*

## Day of the Viper

A galactic action-adventure in which players direct a powerful attack android in the rescue of a defense installation seized. \$49.95 *Accolade*

## Deadline

Whodunnit murder mystery with 6 suspects and a 12-hour time limit. \$9.95 *Infocom*

## Death Sword

Fight to the death for Princess Mariana in this arcade sword adventure. Great color graphics and sound effects. One or two players. \$39.95 *EPYX*

## DeathBringer

Travel across a vast wilderness. Explore hidden forests, dark castles, forbidden towers and secret temples. Much lies concealed just beyond your view. Become the leather-skinned barbarian who ventures to save Mezron from certain destruction. Unless you find the whereabouts of the magical gems before Azazael the DeathBringer does, his powers will be unstoppable! \$39.95 *Cinemaware Corp.*

## Defcon-5

Strategy is the key to survival. Authentic SDI 'Star Wars', computer/computer simulation. Using realistic military commands, you are in control of our Star Wars space based defense system. Orbit laser neutral particle beam emitters. Electromagnetic launchers and nuclear posts. Control surveillance system and destroy missiles from eastern enemies before they destroy the earth. Great graphics and real-time action. \$39.95 *Cosmi Corporation*

## Defender of the Crown

The age of chivalry! A time of lusty wenches and black-hearted villains. The King has been murdered and England thrown into civil war! Amidst the ringing clash of steel and the thunder of charging steeds, the bold Saxon knights have chosen you to lead them in battle against the hated Normans. Victory will not come easy. To save England, your skills as swordsman and military leader will be severely tested. But should you succeed, you'll win the Crown of England and the love of many a beautiful damsel! \$49.95 *Cinemaware Corp.*

## Deja Vu II: Lost in Las Vegas

From the creators of Deja Vu, Uninvited and





Shadowgate comes this interactive graphic adventure game. You've been abducted by two thugs from Chicago, knocked senseless...and now, if you don't come up with 100,000 in seven days, your number is up! \$49.95 *Mindscape Inc.*

## Deja Vu: A Nightmare Comes True

This is the first all-graphic adventure game from ICOM Simulations. You wake up with a bout of amnesia and quickly realize that you're being framed for murder. You'll feel as if you're in a 1940s film as you gather clues to clear your name. \$49.95 *Mindscape Inc.*

## Demon's Winter

A fantasy role-playing game set in an immense, highly detailed world that promises discovery, adventure and excitement. The five characters that make up your party can be Humans, Dwarves, Elves or Dark Elves, each rated for speed, strength, intellect, endurance and skill. These qualities increase as the game progresses. Although Malifon is trapped inside a volcano, he is far from powerless. Gathering all his energy, he casts a spell so mighty that the entire world was thrown into a deep, frigid winter. You must search the lands and seas for the spells needed to trap Malifon forever and undo his curse. \$29.95 *Strategic Simulations, Inc.*

## Denaris by Hard Wired

Throughout time, man has been a victim of his own intelligence and his insatiable thirst for knowledge. The planet Denaris is a horrifying example. Scientists created Machines which became so sophisticated they no longer depended on man, so began a rule of tyranny. The Denarian people tried in vain to destroy the Machines with a mighty ballistic missile, but from the ashes of the nuclear fires the Machines rose up more powerful than ever. Trapped in an underground stronghold, now the Denarians only hope for freedom is the DS-H75 Eagle Fighter, an ultra refined space glider. Control the Eagle Fighter in this epic crusade against evil... and win freedom at last for Denaris. \$39.95 *Gold Disk, Inc.*

*please see display ad page 17*

## Destroyer

WWII in the Pacific on a U.S. naval destroyer. Manage the entire ship, or man a single station. Torpedoes, anti-aircraft guns, depth charges, more. \$39.95 *EPYX*

## Diablo

Keep the ball rolling by laying the tracks down in front of it. \$29.95 *Classic Future*

## Dinowars

Play against the computer or another player, an interactive strategy with fully animated arcade sequences and a complete encyclopedia. Join forces in two opposing armies featuring eight of the best known dinosaurs of the prehistoric era. Choice of 5 different board setups. A multiple-disk package. \$39.95 *DigiTek Software*

## Distant Armies

The playing history of chess. Includes 10 forms of chess, each programmed with its own board, pieces, and rules. Several levels with two- and three-dimensional views; extensive on-line description of each game's history and rules. Includes Chaturanga, Chinese Chess, Burmese Chess, Shatranj, Byzantine chess, Medieval Chess, Courier, Turkish Chess, Decimal Chess, and Maniac. \$44.95 *Eagle Tree Software*

## Distant Suns

Distant Suns is version III of the award-winning Galileo planetarium simulation. Distant Suns won the '88 CES (Computer Electronics Show) award for the most innovative educational product and AMAZING COMPUTING's best educational product for '89. Distant Suns turns your Amiga into a planetarium. The sky can be viewed from any place on Earth or from the North Pole lying on your back looking upward in planetarium mode. The program accurately replays 10,000 years of what the sky looked like and it projects 10,000 years into the future. It is a very beautiful and realistic color simulation of the sky created by R. Mike Smithwick, a NASA astronomer, and published by Virtual Reality Laboratories. This vastly complex program fully uses the power of the Amiga, but Sky and Telescope magazine says, they are few complex programs you can learn to operate as quickly and effortlessly. Galileo (now Distant Suns) is fun, in addition to being powerful and visually stunning. \$69.95 *Virtual Reality Laboratories, Inc.*

## Dominoes

Classic board game with 3-D graphics. Easy to learn, hard to win. \$12.95 *Polyglot Software*

## Double Dragon by Arcadia

Arcade hit about Billy and Jimmy Lee, twin brothers learning to fight on the cold, tough streets of the city. Their expert knowledge of martial arts and their street smarts have made them formidable fighters. Help them pursue the gang that has kidnapped Billy's girlfriend and win the final confrontation. A fighting classic! \$39.99 *Electronic Arts*

## Double Dragon II: The Revenge

Twin brothers Billy and Jimmy Lee must join in deadly combat with the savage Black Warriors to free Billy's girl Marion. Using martial arts expertise and whatever weapons they can grab, Billy and Jimmy pursue the gang to the secret lair of the Shadow Boss for a final confrontation. \$39.95 *Virgin Mastertronic International*

## Double Dribble

The ball is in your court, and it's time for a little 5 on 5. You know every trick in the book; but so does your opponent. He'll match you man for man, move for move. Slams, steals, switching defenses, fast breaks, you name it. The clock is ticking; the coach is screaming; the pressure's on. Will it be in the hoop...or in your face? Features simultaneous play for 2 players or one players

against the computer. Joystick controlled. \$39.95 *Konami, Inc.*

## Doug's Color Commander

Doug's Color Commander (DCC) is a powerful screen utility that opens the door to shading and swapping colors in ways that have never been possible before, while greatly expanding the graphics capability of your Amiga. \$29.95 *Seven Seas Software*

## Doug's Math Aquarium 1.01A

Doug's Math Aquarium (DMA) is a fast interactive system that allows you to use your Amiga for 'visualizing' mathematical equations. DMA is used by computer artists, engineers, and mathematicians, all of whom praise its ability to cultivate richer, deeper insights to mathematical equations. \$89.95 *Seven Seas Software*

## Downhill Challenge

Ski-racing simulation allows players to compete in downhill, slalom, giant slalom, and jumping events. Three levels; 3-D animation. \$29.95 *Broderbund Software Inc.*

## DrDoom's Revenge

An interactive comic book. State-of-the-art full screen comic book pages, drawn in dazzling color and featuring the authentic marvel look. Each page of the game shows Spidey and Cap's progress through Doom's castle. Over 30 challenging arcade sequences give you control of Spiderman & Captain America as they battle Dr. Doom & his super villains. \$39.95 *MicroProse Software, Inc.*

## Dr. Plummet's House of Flux

More than a run-of-the-mill gravity game. It is 28 screens of the most bizarre, humorous and frustrating challenges in the universe, spread over four selectable missions, each one more difficult than the last. It's fighting aliens and twisted, unpredictable forces of Dr. Plummet's fortress. But best of all, it's the most entertaining way to turn off those overworked brain cells for a while. \$34.95 *Microillusions*

## Dragon Wars

Fantasy role-playing in an island world. Players must escape from prison, find out why magic has been banned on the planet, and prevent the unleashing of the dragons guarding the city-states. \$44.95 *Interplay Productions*

## Dragon's Lair: Escape from Singe's Castle

Plunge further into the depths of the Dragon's Lair! Just when you finally rescued Daphne from Singe the Dragon, along comes his master, the Evil One, and steals her away again. Match wits with the new challenges that confront you as well as totally new encounters never before seen in the original Dragon's Lair®. Muster all your skill and cunning to free Daphne once again in the brilliant final battle deep within the cavernous dungeons beneath the Castle. Escape from Singe's Castle installs on any hard drive, runs





# ENTERTAINMENT

multitasking and even links with the original Dragon's Lair to allow you the ultimate playing experience. \$69.95 *Media Technology Limited*

## Dragon's Lair

The much-awaited arcade classic. Six digitized disks bring the coin-op laser legend to the Amiga. As Dirk the Daring, you'll try to rescue Princess Daphne from the evil Dragon, Singe. Requires 1 MB RAM. \$59.95 *ReadySoft Inc.*

## Dragonscape

Dragonscape is the wackiest, fastest, toughest, most addictive fantasy shoot-'em-up to appear on the Amiga. Featuring 64-way scrolling, four multi-screen levels, a full musical soundtrack and 100 types of opponents, Dragonscape is fast, furious fun. \$39.95 *Free Spirit Software, Inc.*

## Dream Zone

Graphics adventure game set in the land of your dreams. A mad scientist's elixir has turned your dream world into a reality. It's up to you to call upon your logic, imagination, persistence, and sense of humor to locate and overcome the source of your nightmares. Over 100 exotic locales to explore while conversing with multitudes of people, animals, and things. Type simple English commands or click on objects to collect objects, seek clues or invite company on your journey. \$49.95 *Baudville*

## Dungeon Construction

Set up new labyrinths and scenarios, or create monsters, treasures, and magic items. \$39.95 *MicroIllusions*

## Dungeon Master

Real-time dungeon exploration with 3-D view. Levels upon levels of monsters, puzzles, and more. Mouse-only interface. Quick reference answers manual available, see Books and Video section. \$39.95 *FTL Games*

## Dungeon Masters Assistant, Volume 1: Encounters

Dungeon Masters Assistant, Volume 1: Encounters is a utility program to be used with TSR, Inc.'s ADVANCED DUNGEONS & DRAGONS game. It is a great time-saver for Dungeon Masters (DM's). With thousands of separate encounters, monsters, and characters provided, it can reduce game prep time by several hours per session. \$29.95 *Strategic Simulations, Inc.*

## Dungeon Quest

A graphic adventure featuring state-of-the-art pictures and sounds. Follow your journey through dark castles and forests. \$49.95 *Image Tech*

## Earl Weaver Baseball

Baseball simulation game challenges your skill as a batter, pitcher, fielder, and manager. \$49.95 *Electronic Arts*

## Earl Weaver Baseball Data Disk

Statistics from 1986 major-league teams. \$19.95 *Electronic Arts*

## EbonStar

Skill and strategy. Avoid satellites, armed drones, and the Warp, to destroy competitors by hurling them into the synthetic black hole. 1-4 players, 50 levels of complexity. Fast paced free-flowing graphics and animation are sure to keep you captivated! \$34.95 *MicroIllusions*

## Echelon

True simulation puts you in control of the C104 and in the heart of the action. You operate the craft from inside control room. As the top ISF pilot, you are in command of the C104 Tomahawk stationed in patrol zone 106. As the only patrol craft in the zone, you must fly daily reconnaissance missions. Search for artifacts and clues that reveal location of the space pirate stronghold. \$44.95 *Access Software, Inc.*

## Eliminator

Space highway arcade game. \$34.95 *MicroProse Software, Inc.*

## Elite

Elite combines the elements of strategy and shoot-'em-up arcade action in a sensational test of skills. Your goal is to reach supreme status of Elite. This challenging program is a test of combat all the way. How you acquire the needed skills is up to you. \$34.95 *RainBird Software*

## Emerald Mine

Arcade adventure with over 100 levels. Collect jewels, avoid obstacles, and beat the clock in an emerald mine. \$19.95 *Constellation Software*

## Emperor of the Mines

You are now the Emperor of the Mines and you are charged to command a vast fleet of spacecraft to explore and exploit the mineral deposits in your quadrant. Many hazards must be faced, including: battles against the elements, mechanical failure, financial problems and the neighboring warrior. Race in this real-time space wargame where money is king! \$29.99 *Impressions*

## Empire by Interstel

Stop the imperialistic Krellans from total domination of Alliance airspace in this strategic simulation that features global conflict, conquest, and empire building for one to three players. Begin with one city on a large unexplored planet and try to capture cities and build up a defense against the Krellans. Features air, land and sea combat and a large arsenal of weapons. \$49.95 *Electronic Arts*

## Enchanter

You are a novice magician in a world of wizards and spells. Combat the Evil Warlock, using spells you've acquired through your travels. \$14.95 *Infocom*

## Enchanter Trilogy

Enchanter, Sorcerer, and Spellbreaker all in one package. \$29.85 *Infocom*

## Enlightenment

Trek through desert, swampland, caverns of darkness, and more to destroy the evil Acamantor in this fast-paced action-adventure game. Enlightenment conjures up all the power and magic you could ever imagine in one game. Its fast-paced adventure keeps you blasting and baffling your enemies at every turn. Superb effects in sight and sound, 15 treacherous levels, 32 different spells and a two-player option. Summon your master magician and elementals to aid you in your quest. \$24.95 *RainBird Software*

## European Challenge

Scenery disk for The Duel. Journey through Germany, Switzerland, Holland, France, Spain and Italy. \$19.95 *Accolade*

## Eye of Horus by Fanfare

Eye of Horus is an arcade, adventure game set in ancient Egypt, in which the player relives the ancient myth of Horus. As Horus, the player can transform from man-god to hawk at will in search of the missing pieces of his Father's body. However, somewhere in the confines of the tomb lies the awesome presence of your evil Uncle Set who wants to destroy you! \$39.95 *Britannica Software*

## F-19 Stealth Fighter

Features an advanced cockpit with two multi-purpose display screens, a radar scope and 3D window viewing with a superimposed heads-up display (HUD). More than 30 separate controls are used to regulate flight, engage in combat and surveillance and maintain the plane's electromagnetic profile. Scenarios are based on missions Air Force pilots have flown in training or actual missions. The action moves at Mach speeds on missions in North Africa, Central Europe, the Persian Gulf and the North Cape of Scandinavia. Provides a constant challenge for beginning and expert game players. F-19 Stealth Fighter features authentic, state-of-the-art weapons, threats with heat-seeking, radar-homing and video guided missiles, plus laser-guided and free-fall bombs. \$69.95 *MicroProse Software, Inc.*

## F/A-18 Interceptor

Fly the F/A-18 Interceptor into combat to defend Air Force One. Includes six combat missions, free flight, and a training mission. In free flight mode, you can try to fly under the Golden Gate Bridge or over Alcatraz. Land on the U.S.S. Enterprise on a training run. Variety of weapons, 3-D graphics, real-time digital map, first person perspective, zoom function, ejection seat, and sound effects. Requires minimum 512K; 1 MB suggested. \$39.95 *Electronic Arts*

## F40 Pursuit Simulator

At the wheel of the fabulous Ferrari F40, tear through four states in search of the quickest way to accomplish your mission. Plan your route carefully from the map of each state displayed on screen. It will show the actual byways that you can speed on. Your Ferrari features the latest





radar, enabling you to detect police road blocks. Realistic 3-D road junctions, hills and superb graphics. \$44.95 *Titus Software Corporation*

## Face Off

Ice hockey simulation where you must master the skills of staying on the ice as well as dealing with the other players. Be prepared for the body checks, fouls and rough plays. This game puts you in league competition with a one or two player option. \$24.95 *Anco Software USA, Inc.*

## Faery Tale Adventure

Guide 3 brothers on a quest to save the land of Holm from the forces of night. Traverse caverns, mazes, forests, mountains, deserts, islands, castles, and more. Over 19,000 playable screens. 3-D overhead perspective lets you watch as goblins, skeletons, and ogres pursue the brothers. Music changes to foreshadow action, just like in the movies. Adjustable music and sound. \$49.95 *Microillusions*

## Falcon

Become the pilot of a realistic but playable F-16 simulation. Controls, heads-up display, and radar conform to current avionics of the F-16A. Game includes twelve missions which vary from air to ground bombing runs to dogfighting up to three enemy MiGs at a time. The most outstanding feature is the ability to go head-to-head against an opponent on a second Amiga. Advance from 1st Lt. to Colonel with increasing abilities such as the Immelmann, yo-yo's, loops, and scissors. Incorporates real action sounds, including engine start-up, machine gun, missile launch. Four cockpit views and three tower views, zoom-in and zoom-out features. So realistic, Falcon is being used in a military aircrew training program. \$49.95 *Spectrum HoloByte*

## Famous Courses Disk Volume #1

Featuring Harbour Town, South Carolina; Sunningdale, London; Dorado Beach, Puerto Rico; and the most difficult and challenging course Pine Ridge. Each course features a scorecard printout, a top view, and an all new PUNCH feature which lowers the trajectory of the ball and assists in tree play. Requires World Class Leaderboard. \$19.95 *Access Software, Inc.*

## Famous Courses Volume II

More golf course challenges for owners of Mean 18 include Inverness Club, Turnberry, and Harbour Town. \$19.95 *Accolade*

## Famous European Courses

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Club de Golf Sotogrande, Spain; Chantilly, France; Falsterbo Golfklubb, Sweden; Club Zur Vahr, Germany; and Royal Liverpool (Hoylake), England. \$20.00 *Moonlight Development*

## Fast Break

Three-on-three basketball with double-clutch, mid-air, off the glass animation. Go to the

playbook for 15 offensive and 5 defensive pro-styles. Design your own plays with the exclusive Playmaker feature. View network television court perspective. \$44.95 *Accolade*

## Federation

Federation is a strategic space trading and combat adventure with a built-in space flight simulator. Designed with a variable weapons system, complete with other ships, and a sophisticated shipboard computer, Federation is as close as it comes to experiencing an electrifying journey through space. Beginning with low risk tasks, such as delivering packages to distant planets, players work their way up from Space Courier to Admiral of the Space Federation as they tackle 15 increasingly difficult missions in a hostile universe. A game with 32,768 galaxies to explore, high-quality filled 3-D graphics, and a professional music soundtrack, Federation is an epic space adventure where time is endless, the universe boundless, and the future utterly terrifying. \$49.95 *Cinemaware Corp.*

## Femme Fatale

A digital puzzle for adults. 10 exquisite girls digitized in full color. Large, full screen images. 5 difficulty levels (25, 40, 64, 80, and 100 pieces). Digitized feminine voice assistance. Load/Save game options, hints, undo, status. Choose from our superb library of Digitized Data Disks or use your own images. Entertaining and addictive. \$34.95 *Graphic Expressions*

## Ferrari

Formula One Grand Prix Racing Race a full season on the international Grand Prix circuit. Compete against seven different drivers on 16 tracks. \$49.95 *Electronic Arts*

## Feud

A magical mystery with a vengeance! Take the part of a feuding medieval wizard and slug it out, spell for spell with an amazingly cunning computer opponent. Move through the stunningly illustrated world of Middle Ages England and fight it out with your Amiga! One player only. \$19.99 *Mastertronic International*

## Fiendish Freddy's Big Top O' Fun

Take a satiric, twisted visit to the circus with this arcade-style game, which uses slapstick humor and superior cartoon-style animation. Take center ring on the trapeze or in five other events, but look out for Fiendish Freddy, the cynical circus saboteur who will thwart you at every turn. \$49.95 *Mindscape Inc.*

## Final Assault

Climb some of the world's highest mountains. Mountain climber Eric Escoffier acted as consultant to add to the game's realism. Players must select their backpack supplies from over 50 items. Variables include temperature, time, altitude, and physical condition of climber. Training course and safety guide included. \$39.95 *EPYX*

## Final Mission

Avoid enemies, collect objects. Dig and climb your way through 350 different levels. Dangerous mines, traps and energy fields will push you to the limit. Excellent graphics, sound and programming. \$29.95 *DigiTek Software*

## Fire and Forget

The Earth is in turmoil and you must save it. You're the top commander of the Thunder Master, the world's ultimate fighting machine. Face three levels of six conflicts from guerilla to global war. Let Thunder Master's V-16 triple turbo engine and four-wheel drive speed you through enemy terrain. If you need help, radio to a partner. Let the commander of the magnetic levitation unit Thunder Cloud help you by manning the skies while you take the ground. \$39.95 *Titus Software Corporation*

## FirePower

Arcade-style tank battle featuring one-to-one playability on split screens—against the computer, against a friend, or over the modem. Smooth scrolling graphics and animation give the game a realistic feel. Sound effects like tank engines, explosions, and helicopters keep you on your toes as you defend against the enemy and its helicopters. Rescue your troops and return them to the first aid stations. Multiple fields and random flag locations allow a variety of strategies. Three tanks to choose from. \$24.95 *Microillusions*

## Fire Zone by DataSoft

Futuristic war game set in the 21st Century lets you jump behind the wheel of a high-powered combat vehicle for a futuristic fantasy. European Combine and the Pacific League. \$34.95 *Electronic Arts*

## First Expedition by Interstel

You're Braun the Explorer, venturing in an unknown ocean world. Recover the three sun spheres and save civilization. \$49.95 *Electronic Arts*

## Flight Path 737

Learn to fly the 737. Start with solo flights to work toward your international license. Take off from a mountain surrounded airfield and navigate to a landing on the other side. \$24.95 *Anco Software USA, Inc.*

## Flight Simulator II

Cessna 182 single-engine plane flight simulator. Over 120 airports, 5 scenery areas. Full instrumentation, many features. \$49.95 *subLOGIC Corporation*

## FootMan

Many levels and lifelike sound make FootMan a classic arcade game. Two different games, simultaneous 2-player mode, and full maze also included. \$39.99 *Incognito Software*

## Fortress Underground

Use a battle helicopter to search and destroy an





# ENTERTAINMENT

enemy power station in a 640-screen underground cavern. \$19.95  
*Constellation Software*

## Foundation's Waste

Use a stolen aircraft to escape from the evil planet. \$34.95 *Scorpion*

## Freeway Massacre

Driving simulation. You play the Freeway Vigilante on the California Freeway. \$39.95  
*Teknoware*

## FrightNight

You're Jerry Dandrige, and you've got twelve hours to bite everyone in the house before they stake it to you. Game play by Steve Bak and graphics by Pete Lyon. \$39.95  
*MichTron/Microdeal*

## Frostbyte

Help Hickey the Kreezer rescue his friends from the crater-dwelling ghouls. Pick up sweets to help Hickey move faster, jump higher, and fall further. Beat the clock or your man is dead Kreezer meat. \$29.95 *StarSoft Development Labs*

## Future Wars

Graphic adventure game in which the player must crisscross through time to prevent the destruction of Earth in the distant future. \$49.95  
*Interplay Productions*

## Galactic Conqueror

Fast action of a coin-op game and the sophisticated strategy of a computer. Located in the center of the galaxy is 'Gallion', the supreme headquarters of the stellar league. They have detected an enemy invasion. As the only one with enough experience to handle a strategic conflict, you will be sent to stop the invasion. Which of the 416 planets will be the most important to liberate and aid in the battle? Which planets may not be counted on? Join a training mission at any time, to increase your skills and attain a higher level of performance. \$44.95  
*Titus Software Corporation*

## Galactic Invasion

Intergalactic dogfight. Invade the enemy galaxy and capture and destroy their satellite stations. Find material to build the ultimate doomsday weapon. Real-time interactive graphics, digitized stereo sound, computer opponent, 3-D galaxy complete with stars, planets, moons, suns, and asteroid belts. \$24.95 *Microillusions*

## Ganymed

After centuries of oppressive rule by the Tyrans, Lord Mantrex and his Star Warriors have rebelled and attempted to win the freedom of the planet. After years of bitter fighting, the remnants of Lord Mantrex's forces have gathered to face the final assault by the Tyrant Deathbots. You, as Lord Mantrex, must defeat the Tyrans and win back the freedom of Ganymed. \$29.95 *ReadySoft Inc.*

## Gauntlet II

Arcade fans are talking about the home-computer version of this game, which captures all the superlative graphics, sound, and excitement of the coin-op megahit. Explore the Dark Dungeons in search of treasure and power as you battle ghosts, demons and other foes. Up to four people can play at once! \$49.95  
*Mindscape Inc.*

## Gettysburg: The Turning Point

Reenacts the three-day Gettysburg Civil War battle in 42 turns. Command-control system shows the effects of the commanders, ammunition points, fatigue, and other factors. Basic, intermediate, and advanced modes available. Computer allows you to play the Blue or the Grey. \$59.95 *Strategic Simulations, Inc.*

## GFL Championship Football by GameStar

Arcade-action football game from an in-helmet perspective. Smash through 60 minutes of hard-hitting football. Players select teams, play a friend or one of 27 separate computer-controlled GFL opponents. Choose from 34 offensive plays and 12 defensive alignments. \$44.95 *Mediagenic*

## Global Commander by DataSoft

In the year 2032, all 16 of the world's powers are members of the United Nuclear Nation. Each nation has its own government, personality, and needs. You are responsible for the welfare of the entire UNN, including the distribution of all nuclear missiles, fulfilling food needs, communication, and economy. Do your job well, and peace will prevail. \$39.95 *Electronic Arts*

## Gnome Ranger

Guide Ingrid through this magical three-part graphics adventure game by Level Nine. Includes 48-page Gnome diary. \$19.95  
*Constellation Software*

## Gold of the Realm

Awesome graphic action-adventure game. Four castles to explore, 320 different scenes, 32 color screens. MIDI compatible, fight off villains, find your way through mazes to get to treasure! Joystick and mouse control. Three levels of difficulty, pause and game save features to make mapping easier. Digitized sound and MIDI-compatible music. \$39.95 *Magnetic Images Co.*

## Gold Rush

Historical adventure follows a 49er from New York to California. Three different games, one for each path the miner follows. \$39.95  
*Sierra On-Line*

## Goldrunner

The first installment of the Goldrunner series. Join in as humankind prepares to leave earth and enter the Golden Age. Can you become the fabled Goldrunner in the battle for the Ring-Worlds of Triton? \$39.95 *MichTron/Microdeal*

## Goldrunner II

Fifty years ago, the first Goldrunner, a brave and

bold warrior, defeated a powerful force of space pirates to save the world. The past five decades of life on the Ring-Worlds of Triton have altered the life of the human race. No longer a warrior, technology has made man a new fighter. But the robots that defend his home have been captured by pirates and turned against him. That's when the action begins. Fly your single seated fighter to the platforms, outwit the pirates' defense system, and recover the robots. \$39.95  
*MichTron/Microdeal*

## GRIDIRON!

Football simulation uses digitized audio. Devise and call your own plays. Loaded entirely into RAM and runs in real time with five levels of play. Requires 512K RAM. \$39.95 *Bethesda Softworks*

## Grand Prix Circuit

You do more than drive a car. Qualify in races against the clock, single races against 9 computer drivers who have unique personalities and characteristics; and ultimately the World Driving Championship where they race on all eight tracks. \$49.95 *Accolade*

## Graphic Adventure Collection

Three award-winning graphic adventures: Deja Vu, Uninvited, and Shadowgate. \$49.95  
*Mindscape Inc.*

## Great Resort Courses

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Muirfield Village (Dublin, OH); Mission Hills (Rancho Mirage, CA); Eagle Ridge (Galena, IL); Dorado Beach (Puerto Rico); Banff Springs Hotel Course (Canada). \$20.00  
*Moonlight Development*

## Greg Norman's Shark Attack! The Ultimate Golf Simulator

It's professional golf at its best with Greg Norman. A state-of-the-art golf graphics better than ever seen before. Just a few of the many features: 3-D perspective, adjustable weather conditions, numerous game types. \$39.99  
*Virgin Mastertronic International*

## Grid Start

Racing game that lets you drive a six gear Formula 1 race car over six circuits to race against 23 other cars. Master rapid gear shifts, braking, and acceleration. Power boost option allows for extra speed when you need it most. Three categories, each with its own championship. \$24.95 *Anco Software USA, Inc.*

## Gun Shoot

Shoot 12 different criminals; but don't touch the civilians. Includes two-player mode and digitized sound. \$34.95 *DigiTek Software*

## Gunship

Gunship, a combat helicopter simulation, puts the player at the controls of the world's finest attack helicopter, the U.S. Army's AH-64A Apache. The gunship arsenal boasts Hellfire and





Sidewinder Missiles, Folding Fin Aerial Rockets, and a 30mm cannon capable of firing 625 rounds per minute. To make the game challenging for novices and combat simulation experts, Gunship offers a variety of skill and reality levels, mission types and specific mission objectives. \$54.95 *MicroProse Software, Inc.*

## HardBall II

Sports simulation. Sequel to HardBall! the world's best selling computer baseball game. HardBall II allows you to make coaching decisions based upon players' game performances, as well as historical data. \$44.95 *Accolade*

## HardBall!

Baseball simulation lets you play or manage the team. 3-D field perspectives, 6 pitches, left or right-handed. \$44.95 *Accolade*

## Harley-Davidson: The Road to Sturgis

Jump on your HOG and hit the road to the biggest rally of the year in this adventure/driving combination. Compete in real Harley events, customize your bike and party with the brothers as you improve your biker ranking. A few too many speeding tickets, blown tires and bad decisions could leave you eating dust instead of burning rubber! \$39.95 *Mindscape Inc.*

## Harpoon

True-to-life simulation puts you in charge of 1988 weapons technology. This graphically stunning wargame pits you, a NATO Task Force Commander, against the Soviet fleet in an intense North Atlantic standoff. Rare full-color graphics of NATO and Soviet subs, surface ships and aircraft. Novice or expert, you'll be up and running within minutes, delving into intriguing battle scenarios. \$49.95 *Three-Sixty, Inc.*

## Harrier Combat Simulator

Strap yourself into the most sophisticated and deadly close-range combat aircraft of today - the Harrier jump jet. Fly this ultra-realistic plane to destroy the enemy headquarters 500 miles away. You'll need all of your skills to conquer enemy air and ground forces in this exciting flight simulator/combat game. \$49.95 *Mindscape Inc.*

## Harrier Mission

Land on a carrier, hover, and evade missiles. Shoot the enemy down with a heat-seeking missile or gunnery skills. Avoid being shot and make sure you've got enough fuel to return to the carrier. \$24.95 *Mindscape Inc.*

## Heat Wave

Offshore superboat racing simulation. Experience the speed and danger of real offshore racing in a 600 HP superboat. Actual races set in Miami, along the Mississippi, Biscayne Bay, and Ft. Lauderdale. \$44.95 *Accolade*

## Heavy Metal Modern Land Combat

This sophisticated war simulation game combines the best elements of arcade action and

strategy. Start out as a second lieutenant and move up through the ranks based on field performance. \$44.95 *Access Software, Inc.*

## Hex

Graphic strategy game, similar in many ways to the game of chess, except the board consists of hexagons instead of squares. Characters move smoothly across the screen in 16-color animation. Makes exceptional use of the Amiga monitor and mouse. Rules and characters become more challenging as your skill improves. \$39.95 *Mark of the Unicorn*

## Highway Hawks

Strategic race car simulation. For experienced drivers only! Two disks. \$34.95 *Anco Software USA, Inc.*

## Hitchhiker's Guide to the Galaxy

Take the role of Arthur Dent, who must escape a bulldozed house and a destroyed Earth to travel through the universe in search of... well, whatever he can find. Based on the popular radio program and novels. \$14.95 *Infocom*

## Hits

Four disk games for the price of one, with color and sound from the original. Games include Goldrunner, Slaygon, Jupiter Probe, and Karate Kid Part II. \$34.95 *MichTron/Microdeal*

## Hockey League Simulator

Become coach and general manager of your own hockey league. From first draft through the Stanley Cup playoffs, you make the key decisions. The HLS provides sophisticated, but easy-to-use tools for designing league statistics, including overall standings, leading defensemen and team power play results, to name a few. For the discerning hockey enthusiast, the Hockey League Simulator is a MUST. \$39.95 *Media Technology Limited*

## Hole-in-One Miniature Golf

From classic holes to the bizarre, DigiTek Software's HOLE-IN-ONE MINIATURE GOLF uses the ease of a special mouse-interface (point and click) to provide fun and excitement for all ages (with as many as 4 players at once!). This two disk set comes complete with four 18-hole courses and a tutorial course for a total of 90 exciting holes. From the traditional windmill to the inside of a pinball machine. Features Multitasking, installable on hard drive, VDO., in RAM. Scorecard printout on any Amiga compatible printer. Extra course disks available. Various holes can be viewed from different perspectives. \$39.95 *DigiTek Software*

## Hole-in-one Miniature Golf

### Extra Course Disk #3

The additional course disk for HOLE-IN-ONE MINIATURE GOLF comes with 3 more breathtaking courses that give you a total of 54 more exciting holes. Fight gravity, magnetism and disappearances in the holes of OUT OF THIS WORLD; enjoy the visually stunning and

amazingly realistic holes in HOLIDAYS (a journey through holidays of the year); and have fun with the hilarious and educational holes in ALPHABET SOUP. \$19.95 *DigiTek Software*

## Hollywood Hijinx

Inherit Uncle Buddy Burbank's Malibu mansion by finding ten treasures hidden throughout the house and grounds. Search through a lifetime's worth of Hollywood memories in your aunt and uncle's collection of movie memorabilia. \$14.95 *Infocom*

## Hollywood Poker

Strip poker game with digitized female opponents. \$34.95 *DigiTek Software*

## Hostage

Control a six-person strike team assigned to rescue embassy hostages being held by terrorists in this action/strategy game. Change perspectives instantly with a unique interface. Quick thinking determines which rescuer to maneuver when. TV-news quality graphics and easy-to-use controls create an ultra-realistic experience. \$44.95 *Mindscape Inc.*

## Hotel Detective & Space Knight (combined package)

Hotel Detective - You are the Hotel detective and you are faced with a serious problem. Your weapon is unlocked, your commission given, and the hotel is mysterious. In which rooms are your enemies hidden, behind which doors is danger or even death lurking? You do not have much time to consider. You must discern your opposite, estimate and react. Don't shoot too fast in the process, otherwise you shoot a harmless hotel guest. Waiting too long could eliminate you. This is no easy mission! Space Knight - The Space Knights have a glorious tradition. Their bravery, their courage and their fearlessness to always face their enemies, are known in all galaxies. A Superspaceship is waiting for you. Experience the challenge of an eternal war on a fast spaceglider. A superiority of mutants in nimble high-technologized ships just has one aim-your destruction! You as commander have a long series of brave predecessors-deserve the honor-become a Space Knight. \$29.95 *The Euroline Group*

## Hoyle's Book Of Games™ Volume One

Learn and practice six popular card games, from Gin Rummy and Old Maid to Hearts, Cribbage and Klondike Solitaire. Sierra's high resolution graphics add to your game enjoyment. You'll enjoy using the highly detailed and realistic playing cards as you test your skills against eighteen opposing players, including many Sierra game characters. Play Hearts with King Quest IV's King Graham or Gin Rummy with Princess Rosella, or Crazy 8's with Roger Wilco, hero of the Space Quest games. Or challenge yourself with a game of Klondike Solitaire. It's a point and click interface, or you can play it with arrow keys, so any small child can get the hang of it! \$34.95 *Sierra On-Line*





# ENTERTAINMENT

## **HYPERCHORD™**

**HYPERCHORD™** is a dynamic riff sequencer, designed for professional musicians but addictive fun for amateurs (teachers take note). The principle behind **HYPERCHORD** is that most music is based on short themes and motifs, which are then varied in rhythm, pitch, and order to create larger musical movements. **HYPERCHORD** lets you create riffs (sequences) of up to 40 notes using such original features as Riffwaves, Weave, Smear, Rotate, Expand; then store and manipulate in real time, varying pitch, speed rhythm, volume, note order, orchestration, harmonies, and trill. For intense riffing, switch between 60 user-defined scale modes and 40 rhythms, or employ unique cyber-musical tools such as Holistic Play and VectorPlay. Three utilities included: Mode Maker, Rhythm Maker, and Holistic Window. \$159.00 *Hologramophone Research*  
*please see display ad page 49*

## **Hybris**

You're a pilot of a missile cruiser flying over treacherous enemy territory. Your skill and courage will take you from a minimal scouting ship to an ultra-powerful mega-cruiser. Face attacks from land, sea, and air as you try to earn your silver wings. As commander, you determine which power targets to strike to give your cruiser rapid fire, extra missiles, or even invincibility. Great visuals; game play moves every frame. \$39.95 *Discovery Software*

## **Hyperdome**

Our newest arcade release from the critically acclaimed author of *Foundations Waste*. \$34.95 *Scorpion*

## **I Ludicrus**

One or two player beat 'em up action. Graphics so good, we used nothing but screenshots for the packaging. \$34.95 *Scorpion*

## **Ikari Warriors**

Explosive war action with a 1- or 2-player option. Official No.1 coin-op conversion. \$39.95 *Keypunch Software*

## **Impossible Mission II**

You must stop the return of Elvin—a scheming madman seeking to take over the world in the Twenty-Fifth Century. Search through eight levels of difficulty for secret codes that will save the world. \$39.95 *EPYX*

## **Indiana Jones and the Temple of Doom**

Fight off Thuggee henchmen, cobras and bats as you attempt to free the imprisoned children in this popular arcade game. Then prepare for a desperate ride on a mine railway, and a battle inside the temple itself. \$49.95 *Mindscape Inc.*

## **Indiana Jones™ And The Last Crusade —The Action Game**

You lash snakes around the gargoyle. As the Nazi searchlight sweeps upward, you swing to the

tower window. It takes two-fisted courage and whip-quick reflexes to get Indy past murderous grave robbers, fanatical Nazis, and Medieval mantraps in this classic arcade action game. Whip, punch and dash your way through four levels to score high in excitement. Plenty of non-stop action. \$39.95 *Lucasfilm Games*

## **Indiana Jones™ And The Last Crusade —The Graphic Adventure**

Join Dr. Indiana Jones on challenging new adventures in his daring quest for The Holy Grail. Try to surpass Indy himself in courage and cunning, and build your I.Q. (Indy Quotient) score. An exciting battle of wits with stunning 3-D graphics, sound effects and movie theme music. \$49.95 *Lucasfilm Games*

## **Indoor Sports**

Turn your computer into an electronic game room, with versions of bowling, darts air hockey and Ping-pong. Play against the computer or against a friend. \$49.95 *Mindscape Inc.*

## **Infestation**

Infestation takes computer games to a new level of realism by creating a complete environment stunningly rendered in super-fast 3-D vector graphics. You are completely free to move within the game world, examining and manipulating objects just as you would in a real world. This mathematically generated game sees the player take over the terrifying role of Kai Solor, agent for the interplanetary Federation. The mission is to eliminate the threat of hostile life-forms. Travelling to Xelos by interplanetary cruiser, it will be necessary to enter station Alpha II, seek out the alien's eggs and destroy them with cyanide gas. The player is equipped with a sophisticated pressurized body suit complete with a helmet, oxygen pack, battery pack, and cartridge pulse rifle which provides more than just protection. As station Alpha II is spread out over three levels, there are shafts, lifts, ventilation tunnels, radiation areas, network terminals, and blast doors — all of which need to be dealt with if the player is to survive. \$39.95

*Psygnosis Limited*

## **Infidel**

You're a soldier of fortune searching alone in the Egyptian desert for the great secrets of the lost pyramid. Avoid death; meet the ancient Egyptians. \$9.95 *Infocom*

## **Insanity Fight**

Battle in space against the evil Death Ship. \$39.95 *MichTron/Microdeal*

## **International Soccer**

Options for playing soccer put the control in your hands. You determine the challenge, and you call the shots! Control the weather: wet and slippery or the more predictable dry. Try a night game with shadows, or select a game in the wind. Choose midfield players and outfit them in colors of your choice. Half and full time score is

displayed on the electronic scoreboard. Fans cheer you on to the World Cup, and onscreen referees ensure fair play. \$39.95

*MichTron/Microdeal*

## **Intruder Alert**

**Intruder Alert** is a strategy arcade game. It comes with a construction set, so you can create your own levels. An overhead view featuring a scrolling maze allows for fuller gameplay. One or two people may play simultaneously, battling robots and even each other in a greedy attempt to find the exit and continue the quest. Find the transporter and venture into the next grueling level. Along the way use strategy and the computer terminals to assist in your mission. The game comes complete with an entire array of levels, the game is quite difficult in itself (it is not required that you design your own levels; but this feature adds greatly to the game's enjoyment). In a techno-world gone mad only you can destroy this complex of robots. **Intruder Alert** features stunning graphics, animation, digitized sound and more action than you bargained for. 512K Amiga and one drive. (A1000 owners note—Halfbrite recommended) \$39.95 *Digital Concepts*

## **Iron Lord**

In **Iron Lord**, you embody a noble knight whose uncle has seized the throne and killed your father the king. It's up to you to overthrow him and recover your birthright. Recruit an army by traveling around to villages and performing services for the local people. Win money in the various contests: arm wrestling, archery, dice, and more. Survive this and you will face your uncle and horrific monsters in an exciting labyrinth section. There's even the world's first 3-D sword-fighting simulation. Numerous subgames mean that you'll never reach a dead end, making this game ideal for beginners and experts alike. \$39.95 *Electronic Arts*

## **It Came From The Desert**

**Lizard Breath**, a small California desert community, is in for a giant surprise. For at this very moment, swarms of enormous, radiation-crazed insects are descending upon a tranquil town. To save the community from becoming munchies for a bunch of mutant-sized monsters, the player must convince the townspeople of the imminent danger, locate the creatures, and destroy their nest before the whole town becomes a human picnic basket! Human drama abounds, as the player struggles with blackmailing rivals, land scams, love triangles, and desert cults in the midst of the monsters' rapid approach. The player must survive challenging arcade sequences featuring intense knife fights, frightening games of chicken on the highway, and raging fires, as the endangered desert cooks with violence. Tanks, F-86 Sabre Jets, and even the National Guard arrive for all-out military action as the creatures march toward town. \$49.95 *Cinemaware Corp.*





## It Came From the Desert II: Anthheads

It Came From the Desert II takes place five years later in the same backwater town of Lizard Breath. Brick Nash, a tough, cynical-ex-fighter pilot, is the hero fighting to save both Lizard Breath and his naive kid brother Andy. He believes he is merely trying to stop a poorly thought out above ground atomic bomb test, due to take place the next morning near Lizard Breath. In reality, the once-dormant nest has come alive, threatening the inhabitants of this hapless town to a fate worse than death. Brick Nash has his hands full as he tries to collect evidence to convince the Mayor, find and destroy the queen ant, and use skills more suited to a petty criminal than to a hero of the Korean War. It Came From the Desert II requires the original disks from It Came From the Desert to operate. \$14.95 *Cinemaware Corp.*

## Jack Nicklaus Presents The Major Championship Courses of 1989

Jack Nicklaus Presents The Major Championship Courses of 1989, is the second in a series of golf simulations created in association with Jack Nicklaus Productions. It is an add-on accessory disk exclusively for use with Jack Nicklaus' Greatest 18 Holes of Major Championship Golf and contains simulations of the host courses of this year's U.S. Open, PGA and British Open Championships. With this new add-on accessory disk, computer golfers are provided with simulations of three distinguished courses of this year's championships including Oak Hill, Kemper Lakes, and Royal Troon. Each of the three courses will provide computer golfers with distinct scenery and challenges where they can compete like the pros did during this year's Majors, and perhaps beat the score of the winners. \$19.95 *Accolade*

## Jack Nicklaus' Greatest 18 Holes of Golf

Players play against a computerized Jack Nicklaus on 18 of his favorite holes or try their hand at two original Nicklaus-designed courses. Play with four people or a variety of computerized men and women. Skins scoring or stroke play; pro, men's or ladies' tees; wind intensity and direction; uphill; downhill. \$49.95 *Accolade*

## Jack Nicklaus' International Courses

Three international courses to be played with Jack Nicklaus' Greatest 18 Holes of Major Championship Golf. \$19.95 *Accolade*

## James Clavell's Shogun

As John Blackthorne, the charismatic lead character in James Clavell's novel, the player enters the 16th century. Blackthorne, an English sea pilot, has embarked on an uncharted route to Japan. Upon reaching land, he is thrust into the upper echelons of feudal Japan society at the moment a political power struggle is erupting between two Japanese regents who aspire to be Shogun. While adapting to this exotic culture, the player befriends one of the regents, Toranaga,

and falls in love with the lovely court translator, Mariko. The action of the story revolves around powerful political forces which influence and ultimately control the player's life and the lives of Toranaga and Mariko. Shogun catapults players into a world rich in Japanese history and culture. Shogun's graphics are in traditional, 16th-century Japanese style and are used as text borders and story illustrations. Rewards are given for solved puzzles and successfully handled situations. \$59.95 *Infocom*

## Japan Scenery Disk

For subLOGIC flight simulation products. Covers detailed scenery from Tokyo to Osaka. Delightful international adventure. \$24.95 *subLOGIC Corporation*

## Jet

F-16/F-18 jet fighter simulator with land and sea-based targets and aerial combat scenarios. Includes multi-player option. \$49.95 *subLOGIC Corporation*

## Jetson's

As George Jetson, you face your greatest challenges yet: visiting alien worlds, outwitting hostile tribes of Aborigibots, and trying to hold onto your job. Your son, Elroy, and his faithful dog, Astro, join you to meet these challenges. Jetson's is completely mouse driven, has draggable inventory container windows (things that let you take a peek inside), as well as an optional overhead view and choose-a-path text interaction. \$49.95 *Microillusions*

## Jigsaw Puzzlemania

Every puzzle is cut into authentic jigsaw shapes. Ideal for all age groups, each puzzle can be played in six different sizes ranging from 4x4 to a challenging 12x12 (144 pieces). Players are timed and wrong moves result in a penalty. Comes with over 10 puzzles and the ability to accept the user's graphics, allowing the creation of personalized puzzles. \$29.95 *Artworx*

## Jigsaw! The Ultimate Electronic Puzzle

Jigsaw! Features dazzling, colorful pictures that are a treat to behold. Choose from 4 levels of difficulty: 60 pieces – the ultimate challenge; 40 pieces – the standard level; 15 pieces – a great level for kids or for anyone who wants to get acquainted with the program or 8 pieces – easiest level, great for children ages 10 and under. \$39.95 *Britannica Software*

## Jinks

You are a member of the Planetary Exploration Corps, braving the incredible danger involved with exploring new unknown worlds. Your current assignment takes you to a world called Atavi, whose vast natural resources are desperately needed by mankind. Four computer-guided ships have already been sent on missions, but all were lost. You must fly your scout glider through dangerous conditions while keeping the sensitive anti-grav probe from being destroyed.

Your skill as a pilot will be tested to the limit. \$29.95 *Gold Disk, Inc.*  
*please see display ad page 17*

## Jinxter

A hilarious race against time and chance, set in a jinxed land menaced by the impending death of good fortune. Get run over by a bus, smashed against a tunnel by a speeding train, fall two thousand feet into an artificial waterfall, get widdled on, folded, bent and mutilated. But don't forget: every silver lining has a cloud. \$44.95 *RainBird Software*

## Joan of Arc: Siege & The Sword

Joan of Arc: Siege & The Sword offers five exciting action sequences, including large-scale battles in open countryside, hand to hand struggles with individual English soldiers, and perilous assaults on soaring fortress walls as boulders and scalding oil rain down. This history-based game blends action and strategy with a rich storyline. The player takes the role of Charles VII and can raise armies, collect taxes, ransom prisoners and send out spies. Up to 20 game options are possible at every turn! Seventy-three authentic provinces and towns, and 31 historically-based characters, each with different strengths and weaknesses, add to the challenge. \$44.95 *Broderbund Software Inc.*

## Jockey Competition

The 'Jockey Competition' Module involves you in a tough tournament and carrier battle as you pit your skills as a jockey against 14 other computer jockey opponents. Plot strategies and develop your career as you select exactly which thoroughbreds to ride to victory. This module provides detailed records and ever-changing stats. It also turns on existing code within all 'Track' Modules to now allow you to actually control the horse you're riding in each race. Existing Tracks '1' and '2' allow this action through joystick or keyboard control while displaying side and overhead views. AVAILABLE SECOND QUARTER 1990 \$19.95 *SportTime Computer Software*

## Joe Blade Mission:

Rescue six world leaders being held hostage by the leader of an infamous group of terrorists, Crax Bloodfinger. Joe Blade must fight the perils of danger, disarm six bombs before they explode, collect keys to cells, ammo, and food. Great color graphics. \$34.95 *DigiTek Software*

## Journey

Journey is the premier interactive Role-Play Chronicle for the Commodore Amiga, drawing upon the best features of interactive fiction, role-playing games and traditional fiction, creating games which have both elegantly rich prose and challenging puzzles. Journey is a graphically-illustrated world of dwarfs, elves, nymphs and wizards in a despairing village that has been enduring great suffering for five years. When all hope begins to fade, a party is sent out on a quest





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for the revered wisdom of a great wizard, Astrix. As an apprentice food merchant, the player accompanies the party and keeps a diary of their journey. The player shares in the magical adventures of Tag, Praxix, Bergon, Esher, and Minar as they solve puzzles, overcome obstacles and explore unknown lands. Journey players pass into the adventure with ease by simply selecting commands from a menu. Since each character can act on his own, he or she must play the part of a combat strategist, physician, magician and character judge—all while pursuing the defeat of evil which has infested the land. \$49.95 *Infocom*

## JUG

You are an interactive humanoid composed of Titanium fleximetal and other organic materials. First built in 36412 AD, you were nicknamed JUG because of your barrel chested profile and the ability to transform into many different shapes. Your duty is to seek out the deadly tumor that is destroying the planet Spireaus. Trap doors enable you to move up or down a level. The planet's immune system will see JUG as a hostile and alien body. Beware of attacks from the very planet you are trying to rescue. \$39.95 *MichTron/Microdeal*

## Kampfgruppe

Tactical WWII game featuring all the weapons used on the Russian Front from 1941-1945. \$59.95 *Strategic Simulations, Inc.*

## Karate Kid Part II

1 or 2 players, joystick or keyboard option, sound and graphics. You must discover the secret of the drum or die! Catch flies with chopsticks and break ice with your bare hand in full-size, animated graphic screens. \$39.95 *MichTron/Microdeal*

## Karate King

Karate combat game with nine different levels, one or two players. Opponent's skill and speed increases with each encounter. \$19.95 *Constellation Software*

## Karting Grand Prix Go-cart racing

Players choose the tires they'll use to fit the weather conditions. Eight different tracks. \$24.95 *Anco Software USA, Inc.*

## Keef The Thief

Keef the Thief is a unique role playing experience that mixes humor with action in an adventure that includes dramatic combat, multi-level spells, and puzzles to solve at every step. And your goal is a simple one: become the absolute ruler of everything and everyone! In *Keef the Thief*, you're young Keef, a juvenile delinquent out on your own for the first time. You're faced with survival in the Tri-City Area; a vermin-infested continent tangled with thick, steamy jungles. If things aren't bad enough, rumor has it that a supremely evil magician is trying to create the magic

necessary to rule the continent. Since you have delusions of grandeur, you set out to beat him to it. Amusing narratives accompany you as you explore the more than 25 complete levels, which are inhabited by over 200 species of drooling monsters that think that thief meat is sweet. \$49.95 *Electronic Arts*

## Keith Van Eron's Pro Soccer

Keith Van Eron, goalkeeper for the outdoor soccer powerhouse Dallas Tornado and a living MISL legend, played every game of his career on the edge. Keith Van Eron's Pro Soccer gives you the same chance. Featuring a unique, three-dimensional view of the action and players that not only kick the ball, but dive, slide and jump in the air after it. Keith Van Eron's Pro Soccer will provide endless hours of fun, whether you're playing a solitary game, or challenging a group of friends to a World Cup Tournament or grueling MISL season-long schedule. Soccer playing tips (complete with photographs) are provided in the manual. The action awaits. \$34.95 *MicroProse Software, Inc.*

## Kenny Dalglish Soccer Match

Kenny Dalglish Soccer Match is great soccer arcade action! Play against a variety of teams all trying to make you as sick as a parrot! Soccer fans will love the hours of fun offered by Kenny Dalglish Soccer Match while the fabulous graphics and gameplay will appeal to all who are young at heart. \$34.99 *Impressions*

## Kickstart II

Experience all the thrills and spills of dirt bike riding in this all-action simulation. Ride your bike over a selection of any of the 24 courses, riding against the computer or a friend and the ever-ticking clock. Included is a course designer, so that you can create your own course. Range of track conditions, course designer, mouse control of options, one or two players, super graphics. \$19.99 *Mastertronic International*

## Kikugi

The game begins simply by jumping marbles and removing them as you go, but the strategy becomes progressively more intricate. Each move you make limits the number of remaining moves. Load and save games, back-up moves, show all possible moves. If you solve a board, you will be rewarded with some helpful advice from the ancient guru. Fifteen screens of play. \$39.95 *Image Tech*

## Kill or Be Killed

Arcade-style war adventure. Lead your troops into enemy territory to rescue soldiers and return them to safety. \$39.95 *Teknoware*

## King's Quest

Meet Sir Graham and outwit a witch, climb a beanstalk, ride an eagle, and battle a dragon. Complete the quest and win the crown. \$49.95 *Sierra On-Line*

## King's Quest II: Romancing the Throne

Join King Graham on a search for three magic keys to an enchanted land. Fly on a magic carpet, meet King Neptune and Dracula, and rescue the woman of King Graham's dreams. \$49.95 *Sierra On-Line*

## King's Quest III: To Heir Is Human

Help Gwydion break free of an evil wizard. Meet merry sailors, Medusa and the Abominable Snowman. New self-mapped system keeps track of where you've been. \$49.95 *Sierra On-Line*

## King's Quest IV: The Perils of Rosella

King's Quest IV will be the first computer game to exploit the new higher graphics resolution of today's machines. A virtual army of artists, musicians and programmer have combined their talents to make King's Quest IV a truly incredible experience. \$59.95 *Sierra On-Line*

## Kingdoms of England

Brings you back to the Medieval days of England. Conquer the land by combining strategy with arcade skill. Features two huge two-player scrolling maps, full screen graphics, swashbuckling sound, and much more. \$49.99 *Incognito Software*

## KNIGHT FORCE

The kingdom of Belloth is the crossroad of time and space, with each gate being the entrance to the past and the future times. Princess Tanya has been seized by the sorcerer, Red-Sabbath. You will travel through time to collect the magic amulets to be able to fight Red Sabbath and his clones. Your enemies are the guards of the sorcerer who resides in the magic castle. Game played over five time zones, including prehistoric, medieval, and present day. Outstanding backdrops, realistic graphics, and animation including: castles, caverns, urchins, skeletons, and other mystical creatures. \$44.95 *Titus Software Corporation*

## Knight Force

As a son of Krohn the Magnificent, your skills are the powers of a mighty knight, courage of the legendary dragon, and agility of the soaring eagle. After being banished to a remote corner of the Realm of the Dead, seven Sorcerers traveled beyond the Golden River to the time gates. You will find the gates and seal them, annihilate the dreary towers, dens of spells and Sorcerers. Experience twelve levels, progressive weapons, digitized sound and 3D animation. \$44.95 *Titus Software Corporation*

## Knights of Legend

Interact with hundreds of colorful residents in Ashtalarea. Undertake 24 different quests and face a wide variety of terrifying foes. Design the weapons and spells that you will use to defeat your challengers. The first fantasy role-playing game to offer a modular design. Over 300 bit-mapped pictures, including 100 character





portraits, 90 towns, hamlets and shop illustrations and 32 monster illustrations. Create up to 6 characters and customize weapons and armor, a possible 729 combinations. \$49.95 *Origin Systems Inc.*

## L.E.D. Storm

Enter the world of L.E.D. Storm, a world like no other. If you're looking for a yellow brick road, dream on. This is a land of evil robots, rabid wolves, dark tunnels, cars packed with TNT, narrow roads and deep drop-offs. Test yourself and your nerve through 9 challenging stages of realism, on a roadway elevated high above the ground. Synthesized music heightens the drama and the excitement. Pick up energy boosters along the way for extra fuel and to shield you from enemy attack. Don't bother to check the weather map. Dark clouds and storms are moving in fast. \$39.95 *Capcom, U.S.A.*

## Land of Legends

Interactive dungeon-type adventure game with graphics, strategy and character development. Roam through multiple levels of dungeons, encountering beasts that live there. Become a dungeon master and devise traps and tunnels to trap your friends. Different room sizes, secret passages, hidden doors, stairs, and teleporting areas. Dungeon construction set lets you create new monsters, treasures, magic items, labyrinths and more. \$49.95 *Microillusions*

## Larry and the Ardies

Avoid the fast-moving Ardies while collecting objects for points on each level. Scrolling backgrounds. One or two players. \$19.95 *Constellation Software*

## Last Duel

Journey light years away, if you dare, to two warring planets. Double trouble on a grand cosmic scale. The worlds are anticipating your arrival. Their fate is totally in your hands. Save the queen. Crush the Galden uprising and return control of the planet to its peace-loving inhabitants. The fighting will be fierce, deadly, incredibly fast and furious. You may not survive. Accept this assignment only at extreme risk. Fight your way through 6 increasingly challenging levels of confrontations. Attack 3-headed monsters, aliens with ultra-powerful laser weapons. Blast your way through a mad maze of intrigue, Galden's Route, a black hole where nothing escapes. An extraterrestrial S.O.S. has reached Earth. Will you respond? \$39.95 *Capcom, U.S.A.*

## Leader Board

Golf simulation with four irons and a driving range for practice. \$44.99 *Access Software, Inc.*

## Leather Goddesses of Phobos

A spoof of 1930's pulp sci-fi. Three levels of play:— tame, suggestive, and lewd. Includes male and female playing modes. Save the Earth from domination by the Leather Goddesses of a Martian moon. \$14.95 *Infocom*

## Leatherneck

Storm the beach to rescue your buddies held captive behind enemy lines. Combat arcade game, 1-4 players. \$39.95 *MichTron/Microdeal*

## Legend

Legend is a classic struggle between good and evil. A one or two player strategic fantasy game. Recruit generals, troops, scouts, assassins, thieves. Cast spells, build temples, mines, taverns, and monoliths, all to out-think and out-fight your opponent. \$34.95 *Scorpion*

## Leisure Suit Larry II:

### Looking for Love in Several Wrong Places

Jump on board with the hilarious Larry Laffer as he makes a play for the girl of his dreams. Adult humor. \$59.95 *Sierra On-Line*

## Leisure Suit Larry in

### The Land of the Lounge Lizards

Spend a memorable evening on the town with Leisure Suit Larry. Romp through singles bars, hot tubs, mean streets and a blind date nightmare. Communicate in full sentences with 3-D animated characters. 900-word dictionary. Adult humor. \$39.95 *Sierra On-Line*

## Life And Death

You are the surgeon! Talk with your patient, read charts, order x-rays, ultrasound, blood tests and other lab work. Make decisions that determine whether your patient lives or dies. In the operating room, your skill with the scalpel while monitoring on-screen EKG, pulse, blood pressure and other vital signs will determine whether your patient goes to recovery... or the morgue! \$49.95 *The Software Toolworks*

## Light Division

Two can play modern warfare in the Straits of Hormuz. Battalion level combat between U.S. and Russian/Iranian forces. Paratroopers, helicopters, backfire bombers, the Battleship New Jersey. Designed by Joe Balkoski, award-winning game designer. \$50.00 *3W Computer Games, Inc.*

## Lightforce

The player controls several different crafts, carrying mirrors, lenses, etc. And must control fireballs of light. Many puzzles must be solved, using prisms, focussing, curved mirrors, etc. A complete optics tutor is also included in this 2-disk package, explaining the rules of light. Both disks over 90% full. Examples, multi-choice questions, etc. complement this 18-level action/strategy game. \$39.50 *ISA Media/American Software Distributors*

## Lords of the Rising Sun

Step into the action of Japan's emperor family as you defeat the Tiara clan and become the Shogun. Survival is the key when battling against samurai armies on a three-screen map of medieval Japan. \$49.95 *Cinemaware Corp.*

## Lords of War

Lords of War is an arcade-style game for single or multiple players. Defend your castle against your three adversaries and reflect their attempts to pierce your castle wall and reach your inner sanctum while at the same time trying to do the same to your opponents and disgrace their honor. If you can destroy all your enemies then move onto the next conquest, die and be disgraced forever (or at least till the next game). Along the way you can gain magical powers to help in your fight. Each level changes and new obstacles come along to block your attacks. Take too much time and doomsday will occur. Based on a classic arcade game but updated for the Amiga, Lords of War features a large scrolling battle area, fully enhanced graphics and digitized sound. \$39.95 *Digital Concepts*

## Lost Dutchman Mine

Based on a true legend. Journey to the Old West in search of the fabled mine. Buy supplies at the town store, play poker in the saloon, pan for gold or dish in the river and search over 100 caves and mines. Renegade Indians, bandits, snakes and scorching temperatures are a constant threat. Digitized sounds, MIDI music, fabulous graphics. Randomizing feature gives unlimited game variations. 49.95 *Magnetic Images Co.* \$49.95 *Magnetic Images Co.*

## Lunar Rescue

Arcade action in an outer space Adventure! All your wits and skills will be challenged in this race to rescue the crew of Apollo 19, stranded on the moon during a surveying mission. Digitized NASA footage provides realism. Cinematic cut-scenes create suspense. A space Database teaches you important facts about space and our solar system using animated graphics and sound effects. Features include Digitized graphics and sound effects, huge scrolling lunar landscapes and lots of animation. LUNAR RESCUE: can you make it in time? \$39.99 *ODYSSEY Software*

## Mad Libs by First Byte

Play alone or with a group. Computer adaptation of the popular word game that substitutes your nouns, adjectives, and verbs in a straightforward story. Then the speech synthesizer reads the results. Fun for adults, and educational for children. \$19.95 *Electronic Arts*

## Magic Johnson's Basketball by Melbourne House

Basketball the way the pros play. Arcade action brings the realism of the big time game home to you in this direct translation of the popular coin-op arcade game. Make the jump shot and of course Magic's fast break with a slam dunk finish. Dribble around your opponent to make the lay up that wins the game! Features arcade quality animated graphics and characters, full-court scrolling screen, two-on-two play and full stats 512K-\$39.99 & 1MEG-\$49.99 *Virgin Mastertronic International*





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## Major Motion

Race and battle against the dragsters, the Draconian League, in this fast-paced driving game. Watch out for helicopters and motorcycles. Joystick recommended. \$39.95  
*MichTron/Microdeal*

## Mandelbrot Variations

Mandelbrot Variations contains 23 commented formulas for Doug's Math Aquarium, and 19 of them include pictures. Covers most of the profound ways of viewing the Mandelbrot set, including Binary expansion techniques, continuous potential methods, differential angles, differential radius techniques and others. \$24.95  
*Seven Seas Software*

## Manhunter: New York

Two years after an invasion, you are forced to hunt down and report human activities to an Evil Alien takeover or choose to be a supporter of the human underground. Includes New York City map, split screen viewing. \$49.99  
*Sierra On-Line*

## Manhunter: San Francisco

A plague of terrifying Orbs has overrun San Francisco, spreading horror, tyranny and death. You are their pawn - a manhunter. Hunt your own kind for the alien masters in this thrilling and horrifying adventure game. Risk your life by turning against the Orbs to work for the cause to free humanity. \$49.95  
*Sierra On-Line*

## Maniac Mansion®

A hidden panel opens and out falls a tape cassette. This might be the clue that frees Sandy from Dr. Ed's lunatic lobotomy lab! There are 450 entertaining objects to discover in this madcap adventure through the 50 detailed rooms, zany adversaries and off-beat humor of the Maniac Mansion.® No typing-just non-stop point and click fun with your rescue team of colorful characters. \$44.95  
*Lucasfilm Games*

## Maniax

Fast reflexes and strategy will reveal superb city landscapes. \$24.95  
*Anco Software USA, Inc.*

## Marble Madness

Six levels of 3D runway mazes with icefields, pipes, slimes, oozes, hoovers, and steelies. \$19.95  
*Anco Software USA, Inc.*

## Master Ninja: Shadow Warrior of Death

Action-packed martial arts simulation set in Japan. Guide your Ninja warrior through the castle of an evil Japanese warlord who has stolen a precious magic sword. Standing in your way: a host of deadly ninja opponents, magic curses, and deadly samurai. \$39.95  
*Paragon Software Corporation*

## Math Odyssey

Math in a puzzle format. Math questions are asked. You select the answer. When completed, put together a puzzle. Score is kept for the 10 best players. \$49.99  
*The Other Guys*

## MEAN 18

Golf simulation on 3 famous courses, plus 1

home course. Course Architect lets you design or modify an entire course. \$44.95  
*Accolade*

## Mega Pack #1

Four great games in one box! Includes: Formula 1 Grand Prix, Second Out, Mouse Quest, Stock Market The Game. . . A tremendous value. \$39.95  
*StarSoft Development Labs*

## Metal Gear

Maniacal Colonel Vernon CaTaffy has activated the super weapon of destruction: Metal Gear. Only you have the expertise to seek and destroy it. One player only. Joystick controlled. \$39.95  
*Ultra Software Corporation*

## MI Tank Platoon

US tank Platoons hve four MIs. Four Soldiers operate each. That's four tanks, sixteen men. And you control the whole shooting match. the fun of a 4 tank platoon in 1 great game. Available this fall. \$69.95  
*MicroProse Software, Inc.*

## Midwinter

You must protect the Midwinter Isle, the last habitable oasis on earth. Controlling up to 32 characters, you must defend an immense playing area of over 160,000 square miles. You can ski, hang glide, snow buggy, or travel by cable car across stunning glacial landscape, shooting, sniping, and sabotaging the intruders. Featuring a unique, 3-D fully light-sourced graphics system and unprecedented action sequences, Midwinter will keep you locked in the Ice Age for a long, long time. \$39.95  
*MicroProse Software, Inc.*

## Might And Magic II

by New World Computing, Inc.

Embark on a glorious journey to save the world of Cron. Test your ingenuity with over 250 animated monsters. Ninety-six spells, more than 250 weapons and items, two new character classes, hirelings, and 15 secondary skills will aid your cause. Detailed 3-D color windows. Excellent graphics and animated monsters add to the excitement. \$59.95  
*Electronic Arts*

## Mighty Nerd

Try this fast paced action packed game. The user provides the superhero with the superpowers which he uses to thwart the supervillains. Four levels of play each with its own colorful scrolling map. Character Editor allows the player to edit the powers of the superhero. \$49.95  
*ISM, Inc.*

## Mike the Magic Dragon

Held captive in a large castle of ghost, robots, and energy barriers, Mike the Magic Dragon must escape room by room and solve security codes that his magical powers cannot overpower. \$24.95  
*Anco Software USA, Inc.*

## Mind-Roll

Unusual tests of dexterity and puzzle solving in this fast-paced arcade game in which the player maneuvers a globe through an array of astral planes. Mind-boggling physical action combined with mind-taxing strategic challenges. 10

different levels to bounce, slide, slalom, and roll through in a race against the clock. Realistic 3-D setting. \$29.95  
*EPYX*

## Mindwalker

Talk about a split personality. With this program, you're a physics professor gone mad. Your ego has split four ways: A muscleman, a mathematical whiz kid, a fantasy creature and a beautiful water nymph. All four of you must combine your resources to journey through the mind and make it whole again. \$49.95  
*Commodore Business Machines*

## Mission Elevator

You're a Ninja Warrior trying to recover a stolen magic sword. Fight your way through 25 chambers of the warlord's castle. Use your martial arts and weapons to kill the enemy and recover the sword. 64 floors, joystick and/or keyboard controlled. \$19.95  
*Paragon Software Corporation*

## Mixed-Up Mother Goose

The enchanting Mixed-up Mother Goose takes your child on a wonderful adventure in dreamland where they will help Mother Goose to find her mixed-up rhymes and restore them back to normal. Mother Goose comes with written and visual clues to help your child play the game. Easy-to-use joystick or keyboard controls make playing a snap. Helpful pull-down menus assist children throughout the adventure. Includes a free full-color map of Mother Goose Land. Up to 12 players can save their game, according to their name, to disk. Easy-to-use menus make it simple to play the game, save it, and select options such as a joystick control. Randomly located objects and characters allow your child to enjoy playing this adventure over and over again. \$29.95  
*Sierra On-Line*

## Moebius: The Orb of Harmony

Combines the features of animated martial arts games with the challenges of fantasy role-playing adventures. \$39.95  
*Origin Systems Inc.*

## Monopoly

Play the best-selling board game of all time with friends or against the computer. Enjoy the thrill and excitement of wheeling and dealing with the added enhancement of computer animation. Acquire and lose great fortunes buying and selling railroads, utilities, and properties of all types. \$39.99  
*Virgin Mastertronic International*

## Moonmist

Travel to England to hunt down the phantom and search for treasure in the secret passageways of The Tresyllian Castle. 4 variations, each with a different solution and treasure. \$14.95  
*Infocom*

## Murder on the Atlantic

You've just set sail for a relaxing journey when a sudden murder calls on you to investigate 40 suspects, 600 shipboard rooms, and search for 22 mystery solving clues. \$39.95  
*Intracorp, Inc.*





## Muscle Cars

All-American Car Disk for The Duel. The five cars are: 1963 Corvette Sting Ray Split Window Coupe, 1968 Shelby GT500 Mustang, 1967 Pontiac GTO, 1967 Camaro 427, and a 1969 Dodge Charger Daytona. \$19.95 *Accolade*

## Netherworld

Mystical space journey/action arcade. \$34.95 *MicroProse Software, Inc.*

## Neuromancer

Science fiction role-playing game in which the player must find out why all the computer hackers in Chiba City have disappeared. Players must use computer programs to break into databases and get information. \$44.95 *Interplay Productions*

## Never Mind

An interactive thinking man's animated puzzle which features 300 levels (essentially 300 puzzles) with a screen unique to each. The object of the exercise is for the player to use the screen character to rebuild a video wall picture which forms part of the screen by picking up blocks and dropping them into the correct place. At first, the animated character stands on a block, then presses a fire button which allows the block to be carried to its destination. However it becomes increasingly difficult as the player enters different levels by dropping down a hole to cross a causeway to find himself in the middle of another maze of blocks. The pictures become more complicated and animated, and the player must circumvent rogue chess pieces that appear to disrupt the proceeding. All of this must be achieved against the clock, with times set from 30 seconds for the entry level puzzle up to 10 minutes for a multi-island task. \$34.95 *Psygnosis Limited*

## NFL DataDisk

Data disk contains player readings for all 28 NFL teams allows you to simulate games between NFL teams on GRIDIRON!. \$19.95 *Bethesda Softworks*

## Night Dawn

Arcade/strategic game. 10 levels that are very challenging. Excellent sound effects, and superb graphics. \$29.95 *InnerPrise Software, Inc.*

## Ninja Mission

Of all the dangerous tasks given to the Ninja, this was to be the most perilous in their long history. To enter the Temple of Death and regain the glowing idols stolen from the Princess by the Hordes of Darkness would call for all his skills in the art of combat. Ninja does not disobey the word of nobility, however, so taking up his weapons, he makes his way to Torii to begin his mission. Joystick and 512K required. \$19.99 *Mastertronic International*

## Nord and Bert

### Couldn't Make Head or Tail of It

Come up with the idioms, homonyms, and other

verbal tricks to complete the puzzles in each short story of the town of Punster. \$14.95 *Infocom*

## NY Warriors

The World Trade Center has been taken by terrorists! As the commander of an elite strike force, you are the only one who can keep them from blowing it up! 1 meg version: \$49.99. \$39.99 *Virgin Mastertronic International*

## Obliterator

You are the last of the genetically-enhanced fighting machines. Use your bio-engineered abilities to cripple the alien vessel and destroy it. \$39.95 *Psygnosis Limited*

## Obsession

An ancient strategy game with 15 levels of play. \$29.95 *Image Tech*

## Offshore Warrior

Powerful boats battle against the elements and their opponents. The warriors fight for victory against each other while trying to survive the dangers of rocks and waves. Throttles at the limit, the warriors struggle to control their boats by jumping waves, avoiding rocks, and firing at their opponents. Can you survive the pressure? Start your engine. \$39.95 *Titus Software Corporation*

## Omega

Strive to design the future's ultimate military sybertank in Omega. You have been placed as an engineer for the Organization of Strategic Intelligence and your mission is to integrate chassis components and create artificial intelligence in an attempt to build the world's supreme sybertank. Choose from 10 chassis types, 10 drive systems, 8 weapons types, 9 special items and 10 scanner types, then test your design on a simulated field of combat. \$49.95 *Origin Systems Inc.*

## Omni-Play™ Basketball

Imagine owning, coaching, and managing your own basketball team and playing some fast action hoops too! Includes SBA League and END VIEW Game Modules allow you to build your own team. Determine play-off structures, season lengths and more. Recruit new players or improve the current roster at training camp. You can even trade players to other teams. Players not only age year after year, but can suffer injuries. Down on the hardwood, you can play too. Pass, shoot, slam dunk, double-team, break backboards, and much more. \$49.95 *SportTime Computer Software*

## Omni-Play™ Horse Racing

Omni-Play™ Horse Racing is a two disk set which gives up to four players the chance to test their handicapping skills against each other and up to nineteen computer opponents at the same time. Go for the quick kill by betting on long shots, Triples, Exactas, and Quinellas, or play more conservatively by betting on the favorites to Win, Place or Show. Whatever your strategy, there are

plenty of stats available, including the past ten race results of all 128 horses at each track, the Morning-line Odds, payoff displays and post position histories. Jockeys have their own personalities and mood swings. Track conditions can be dirt, grass, or mud. And you can even buy tips from your competitors! Includes digitized sounds. \$49.95 *SportTime Computer Software*

## One to One Match

A memory game for children ages 4 to 14. No reading is required to play this game and the program autoboots. This game talks! All pictures are named. Children develop their powers of concentration and expand their vocabulary by pairing up beautifully illustrated objects in one of seven categories. The categories begin with simple concepts and progress to the complex: from planets to the big bang, from triangles to tetrahedrons, from simple numerals to fractions, from notes on the treble clef to classical melodies. The dinosaur category begins with the matching of both familiar and 'new' dinosaurs while the more challenging levels depict the most recent theories on how dinosaurs tended their young, ran in herds and became extinct. The child's vocabulary is expanded by learning the national flags, continents and oceans, date, time, and money. Added for both fun and enrichment are flowers, trees, leaves, sea life, breeds of dogs, cats, and horses. Five different ways to play the game (three with the computer as the partner) and three different card layouts (20, 30, or 42 cards) provide flexibility for the player. Runs on all Amigas (512K minimum). \$39.95 *Computer Sight*

## One-On-One

Basketball greats Dr. J and Larry Bird go at it in the number one software sports game of all time. Shoot as accurately as the Birdman. Slam Dunk like the Doctor. All to the wildly cheering crowd at Boston Garden. \$19.95 *Electronic Arts*

## Oo-Topos

A science-fiction adventure based on the story by Michael Berlyn. You've been captured by space pirates while on an important mission. You must get past the aliens, find your ship and its cargo and escape. (Available for A1000 only.) \$19.95 *Merit / Polarware Software*

## Operation Counter Strike

Expand your Falcon world into a full campaign with all the extras using this new Mission disk. Your ace pilot skills are about to be put to the ultimate test. Twelve all new missions, set in a new landscape. You'll need a strong strategy, steady nerves and superb maneuvering to survive! Original Falcon disk is required. \$24.95 *Spectrum HoloByte*

## Operation Wolf

When terrorists must be stopped, Operation Wolf gets started. This commando-style attack adventure explodes with action from start to finish. In the steamy jungles of South America, heavily armed extremists are holding innocent





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civilians hostage. The only way to rescue the hostage is to get in, strike hard, and get out, FAST! \$39.95 *Taito Software, Inc.*

## Operation: Cleanstreets

You are Cleanup Harry, the city's toughest undercover cop. You've been assigned to get rid of the pushers and punks who control the city streets. Outfight your foes every step of the way; punching, kicking, dodging. And your mission's not over until all five levels are cleaned up. \$39.95 *Broderbund Software Inc.*

## Operation: Counterstrike Falcon Mission Disk

Spectrum HoloByte's Falcon Mission Disk gives you the incredible maneuverability and weaponry of your original Falcon F-16 simulation, plus a new set of missions with more enemy vehicles, new terrain, improved graphics, and playability. Your objective: total defeat of the enemy by destroying his industrial and ground assets. While protecting your base from attack, the enemy comes by land, sea, and air; you'll have to dig deep into your bag of tricks to repel his attacks. It's a whole new world of challenges with the Falcon Mission Disk. Expand your horizons as you go head-to-head with the latest in flight simulations. Operation: Counterstrike must be played in conjunction with the original Falcon simulation. \$24.95 *Spectrum HoloByte*

## Orge

Your army must contend with a huge cybernetic tank code-named Orge, which is armed with missiles, guns, and armor plating several feet thick. \$29.95 *Origin Systems Inc.*

## Oswald

An instant arcade classic for kids, Oswald is an adorable blue bear whose goal is to jump across the floating ice floes, gathering as many gifts as he can along the way. This game features colorful graphics and supports a wide range of digitized sounds. It contains interesting adversaries and humorous animation. It is easy to learn, yet difficult to master. \$39.95 *Centaur Software Inc.*

## Out Run by Sega

Take the ride of your life in the home-computer version of Sega's arcade megahit. This baby's sleek, smooth...the fastest thing on four wheels. Floor the gas pedal and let her ride past the beaches of southern France, California's Death Valley, cities, mountains, and vineyards. \$49.95 *Mindscape Inc.*

## P.G.A. Championship Courses

Developed to work with Accolade's MEAN 18 golf simulation. Five different courses: Firestone; South; Pinehurst #2; Oakland Hills; Oakmont; Southern Hills. \$20.00 *Moonlight Development*

## P.G.A. Tour Courses I

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Doral Blue Monster, Torrey Pines South, TPC at Sawgrass, Cypress Point, and Indian Wells Bob Hope course. \$20.00 *Moonlight Development*

## P.O.W.

Every red-blooded American is sickened by our enemy's injustice toward our men. Many of our boys are still over there and you're going to get them out. Armed with your Actionware Phaser (sold separately) or mouse, you set the strategy to adventure behind enemy lines and shoot your way to our boys and bring 'em home. \$39.95 *Actionware*

## Paladin

Animated fantasy combat game for one player. The game features 10 character combat squads, multiple level combat, magic, assorted weaponry. The Paladin Package also includes a quest builder so you can build your own quests. \$39.95 *Omnitrend Software, Inc.*

## Paperboy

Tackle the action-packed job of a paperboy in this arcade. Deliver papers to subscribers (and smash the windows of non-subscribers) as you avoid cars, workmen, cats, lawnmowers and burglars. Then, head out to the Paperboy Training Grounds for bonus points. \$49.95 *Mindscape Inc.*

## Parachutes at Kanev

September 1943, WWII, Eastern Front, Germans vs. Russians. Battalion level, featuring first Russian parachute drop—the fog of war. AI breakthrough—neural networking—the more you play, the better the computer learns your tendencies, creating a very intelligent computer opponent! \$40.00 *3W Computer Games, Inc.*

## Persecutors

Avoid force fields and alien forces as you navigate your ship through unknown territory. Over 65 levels of arcade-action. \$19.95 *Constellation Software*

## Persian Gulf Inferno

Arcade action and role playing. Superb graphics and digitized sound. Excellent story— you must save hostages and disconnect a nuclear bomb on an oil rig. \$39.95 *InnerPrise Software, Inc.*

## Phantasm

You're transported to a distant moon from where you can save the earth. To save a part of the earth, you must destroy eight reconstruction installations then redock. \$34.95 *Scorpion*

## PIXOUND™

PIXOUND™ is a radical new concept in musical software, transforming visual art into music. Unlike other programs, which provide the computer equivalent of a light show, PIXOUND allows you to use the musical fingerprint of any image to create, play, and record complex new music. The novice musician or computer user can move from Bach to Rock by simply moving the mouse. The virtuoso, too, will thrill at the PIXOUND adventure of playing a new and unique instrument with every new screen. \$99.00 *Hologramophone Research*  
*please see display ad page 49*

## Pioneer Plague

The first Amiga game in HAM mode is a new and exciting space adventure by Bill Williams. Pioneer Probe Mark IV, the self-replicating, terraforming, robotic spaceship, has gone out of control! Its original mission was to find suitable planets for the human race, but now you must stop the probe before it destroys all the planets, including the Earth. Four monitors, status instruments, drones and photon missiles guide your way. HAM mode, dazzling graphics, 4096 colors multi-level design and more. \$39.95 *Antic Publishing*

## Pipe Dream

Pit your pipefitting prowess against a surging sea of sewage. Your objective is to build the longest possible continuous pipeline, racing against a stream of chemical fluid called Flooz. Piece together the pipeline from various shapes of pipe, which appear in a random order. There are thirty-six increasingly challenging levels. Play solo, against a friend or team up in a joint battle against the computer. But if you slow down for a second, it's Sludge City! \$39.95 *Lucasfilm Games*

## Pirates

A 17th-century Caribbean adventure. You're a privateer captain in the thick of the action on the Spanish Main. Challenge your reflexes with simulated sailing, sea and land battles, and swordfights. Experience romance and intrigue from more than 50 foreign ports. *Price unavailable.*  
*MicroProse Software, Inc.*

## Planet of Lust

Adult graphics/text adventure game. Sequel to Sex Vixens from Space. \$39.95 *Free Spirit Software, Inc.*

## Planetfall

Accompanied by Floyd the mischievous multi-purpose robot, you take the role of a lowly deck-swagger jettisoned onto a mysterious deserted planet. \$14.95 *Infocom*

## Platoon

A fast-paced action translation from the hit movie. \$44.95 *Data East USA, Inc.*

## Plundered Hearts

Join Jean Lafond in a dangerous adventure to the 17th Century West Indies. Escape pirates, explosives, reefs and crocodiles while avoiding the amorous advances of the pirate captain. \$14.95 *Infocom*

## Pocket Rockets

Better watch out! Take a test ride on Pocket Rockets, the high-speed motorcycle simulation game. Experience all the thrills and spills of high-speed racing with machines that take you from zero to 60 in under four seconds. Pocket Rockets lets you choose from four of the quickest, most exotic bikes on the planet. The action is as real as the adrenaline you'll feel. \$39.95 *Capcom, U.S.A.*





## Poco Man

A strategy game with arcade type sounds and actions. Solve up to 150 different levels. Joystick or keyboard play. Hours of enjoyment while building analytical and problem-solving skills. A new concept in Amiga games. \$39.95

*Designing Minds, Inc.*

## Poker

Your Amiga will play the roll of up to four saloon card sharks who are after all your money. Playing Against these four will truly get you warmed up for a real game of Poker! Call your game when your time comes around to deal. Poker is totally mouse operated and has built-in instructions that can be recalled any time during operation. \$34.95

*The Software Factory*

## PokerSolitaire

Play twelve hands of stud poker simultaneously. Strategy game allows two players or one against the clock. Multiple skill levels challenge even the expert. Price unavailable

*Ethos Development*

## Police Quest

Mature, authentic law enforcement simulation designed by a California Highway Patrol veteran. Manual describes police procedures, crime computer gives court information on suspects. \$49.95

*Sierra On-Line*

## Police Quest II

The Vengeance! Police Quest is one of the most original adventure series in computer history, with authentic police regulations to follow and real-life situations to encounter. Police Quest II lets you experience life as a homicide detective, as you track down the escaped convict—The Death Angel! Now available in Japanese \$59.95

*Sierra On-Line*

## Populous

Earthquakes are serious fun. Deities are the all-powerful rulers of the worlds, but two deities in one world is one too many. You give them good land. You tell them when to farm and when to fight. You make them content beyond their wildest dreams. But then they become raging arsonists. What's a deity to do? \$49.95

*Electronic Arts*

## Populous: The Promised Lands

Populous: The Promised Lands is an accessory disk that adds five new landscapes to the hit game Populous™. Adding The Wild West, Révolution Française, Blockland, Sillyland or The Bit Plains to Populous™ will virtually give you a whole new game. You'll need to invent new strategies to conquer 500 more worlds, or you can use the lands to build your own worlds to conquer. \$14.95

*Electronic Arts*

## Powerdrome

3-D racing action. Suspended in air, keep your racer from crashing into floor, walls, and roof. Strain to hold a flight line against crushing g-forces and buffeting aerodynamic loads. Push man and machine to the limit—stretch the flight

envelope for the fastest lap times. Enter the robopits for engine repairs and body part replacement. Full tune-up facilities. Adjust the airbrakes and flaps, select the best fuel and filters for each planetary atmosphere encountered. Tune your typhoon into a winning machine. When you really cream your machine, the rescue recovery vehicle tows you back into the pits. Travel to five different planets to race in different gravities, atmospheres and climates. Perfect your racing technique on the Oval track before attempting more treacherous courses. Advanced courses test every skill you possess. Featureless straightaways plummet into dimly lit caverns. Sweeping bends curve up towards the sky. Fight for the flag against four aggressive rivals, each with their own strategies and racing styles. Set up a datalink between two computers for head-to-head racing action. \$39.95

*Electronic Arts*

## Powerstyx

Battle your way through chomping skulls, perilous scissors, deadly crosses, and heart pounding time restrictions in this action packed game. You as the artist must conquer these obstacles before revealing the final masterpiece, hidden behind each treacherous screen. Winner of two BEST OF '88 awards. \$34.95

*DigiTek Software*

## Prime Time

Tired of watching bad TV? Well now you can do something about it—make it worse. Most unusual and hysterically funny, Prime Time gives players the chance to run a TV network, cancel shows, buy shows, do lunch, and say things like 'Sweetie-Baby-Cookie'. With crystal sharp graphics and animation, digitized speech and sound effects. 'It's all up to you, babe!' \$39.95

*First Row Software Publishing*

## Prison

The year is 3033. Criminals are no longer sent to jail, they're sent to a penal colony on the abandoned planet, Altrax. You have been wrongfully convicted of a crime and sent there. Your only hope for life is to find a rumored space pod and escape. Game play and lighting affected by Game Day-Cycle; communicate and interact with other game characters. Requires joystick \$39.95

*Actionware*

## Pro Tennis Tour by UBI Soft

In Pro Tennis Tour, you are a professional tennis player, ranked 64th in the world. Your objective is to improve your ranking by participating in major championships such as the Australian Open, French Open at Roland Garros, U.S. Open, and Wimbledon. Each championship event is played on its unique surface, whether it's grass, clay or cement. Pro Tennis Tour has six training programs where you can play either an opponent or against the computer. The on-screen scoring display, realistic sound effects, and two-player option give Pro Tennis Tour the look and feel of an actual tennis game. Improve your service, master your tennis strokes, and

enjoy the 3-D instant replay feature of your best shots. \$39.95

*Electronic Arts*

## Professional Football Simulation

You choose the game strategy and call the play. By utilizing true artificial intelligence routines, the computer uses the probability of the play's success against the defensive formation to determine the outcome. Features include keeping individual stats of leagues, allows modem play, comes with standard playbook contains all the popular offensive and defensive plays. It is fun and simple to learn. \$34.95

*MicroSearch, Inc.*

## Prospector In The Mazes Of Xor by Logotron

Limited action-packed adventure game with a non-violent theme. Two prospectors, Herb and Pip are trapped in the labyrinths known as the Mazes of Xor. In order to escape, they must collect the 845 blue balloons which are hidden in the mazes before Xor captures them. There are 30 different mazes available, plus an extra 15 that you can create using the maze constructor for a grand total of 45 different mazes and endless hours of enjoyment. \$39.95

*Eurosoft International Inc.*

## Puppy Love

Entertainment software package, you adopt a puppy and teach it tricks to perform at a dog show. User creates the routines puppy will perform using beginner level programming. Teaches basic techniques. \$29.95

*Addison-Wesley*

## Puzzle Buster

Designed to help the user win puzzle-solving contests. Many features. Demo disk available for \$3.00. Free brochure. \$39.95

*Gladstone Productions*

## QIX

There is no cure for QIX FEVER! Your mind is your only weapon. The treacherous Qix is a deadly computer virus. In this electrical world of hi-tech infections, you need all the mental dexterity and superior strategy you can muster to escape packs of roving SPARX, SPRITZ, and waves of wandering energy to conquer this force. \$39.95

*Taito Software, Inc.*

## Questron II

As a player you will travel back in time to stop six wicked sorcerers from creating a magic book of evil. \$49.95

*Strategic Simulations, Inc.*

## Quintette

A simple game with complex strategy. Line up five of your own stones, or capture five pairs of your opponent's gems. \$39.95

*Miles Computing, Inc.*

## Quizam! by Interstel

Destroy 8 alien satellites by answering strange trivia questions. Over 2000 questions in 16 subject areas, or create your own questions. 8 levels of difficulty. \$34.95

*Electronic Arts*





# ENTERTAINMENT

## Raider

Maneuver the latest high-speed combat craft in a mission of tortuous death and destruction...hopefully not yours. Pilot your ship through twisting tunnels and caves, over mountains and sea, around asteroids, and more. Twist and turn to avoid the constant pounding of rebel gun batteries, to seek, collect, and destroy! \$29.99 *Impressions*

## Rambo III

Get Rambo on your team! As Rambo, the world's most popular and recognizable hero, you stage a daring rescue of Colonel Trautman. Soviet commandos are holding him captive 30 miles over the Afghanistan border. The mission: Get in. Get out. Meanwhile saving the Colonel, bombing the Soviet compound, and using hijacked tanks and choppers to make a run for the border. \$34.95 *Taito Software, Inc.*

## Rampage

Smash and trash. Go ahead get it out of your system, loose your temper, smash a skyscraper, trash a city, have an office building for lunch. Go on a rampage. Includes 1-or-2 player options, choose any of three mischievous monsters to control, 147 different cities to trash. Super colorful graphics and arcade-style animation. \$39.95 *Activision*

## Rastan

This arcade epic transports you to the ancient and mythical land of Lograth. Be the invincible war lord, Rastan, and kill off a host of evil Lords, slay deadly dragons and capture life-giving magical powers as you try to defeat the mighty Castle King. Be sure. Be swift. Be brave. You have the power to triumph; use it well. \$39.95 *Taito Software, Inc.*

## Reach for the Stars, Third Edition, by SSG

Up to four players battle against each other to become rulers of space empires. Your job is to improve the environment and industry by building warships. \$39.95 *Electronic Arts*

## Realm of the Warlock

The elders of Ashtron have been kidnapped by an evil warlock; it's up to you to find and free the leaders of the town and defeat the sinister wizard. Expert-level graphic/text adventure. Over 72 hours of game play. Includes text only mode, run from RAM, etc. *Incognito Software*

## Rebel Charge At Chickamauga

The Blue and The Gray. Recreation of the two-day battle in 13 turns, each representing 2 hours of real time. The battlefield is shown on a 64 x 54 square-grid map. Offers zoom in for a tactical map and zoom out for strategic playing. Compete against another player or the computer in The Basic Game, Intermediate, or The Advanced Game. \$59.95 *Strategic Simulations, Inc.*

## Red Lightning

When Red Lightning strikes, World War III

begins. As the Soviet player, your mission is to sweep aside NATO forces and capture the Ruhr. As the NATO commander, you have the more challenging task of repelling the invasion, while maintaining the alliances. Advanced weapons used in modern land and air combat, such as the Soviet T-80 tank and U.S. F-117 Stealth Bomber. We've created a game that takes into account the probable number and makeup of units for each side in the near future. Three scenarios, five difficulty levels and multiple options challenge the avid wargamer to explore the possible outcomes should World War III erupt. \$59.95 *Strategic Simulations, Inc.*

## Red Storm Rising

Red Storm Rising focuses on the tactical operations of an American nuclear attack submarine after a crushing invasion of Western Europe by the Warsaw Pact. The player's mission as submarine commander is to locate and destroy Soviet submarines and surface vessels as they leave their base near the Arctic Circle, before they can reach the Atlantic to disrupt the shipping of U.S. men and supplies to the battle front. Based on Tom Clancy's best-selling novel of the same name, the game presents the player with five types of radar and sonar devices, five classes of sub-launched missiles, and three versions of programmable torpedoes. These systems include sonar that can categorize an enemy submarine by the signature of its propeller noise, missiles that fly through the air before plunging through the water to strike submerged submarines, and smart torpedoes that can turn and home in on their own targets. The high-tech gear produces a riveting effect and with all the data and high-tech decisions the player has to make, the pressure of playing cat and mouse with another sophisticated submarine can be awfully intense! \$54.95 *MicroProse Software, Inc.*

## Reel Fish'n by Interstel

How many days can a small business owner take off from the shop with out losing out? Depends on whether his days at the lake are profitable. Join him in this fishing simulation game and spend a sunny day reeling in fish. \$44.95 *Electronic Arts*

## Renaissance

Renaissance—the rebirth. Renaissance offers you four different computer games. A unique concept, Renaissance offers two versions of four arcade classics (Invaders, Rockstorm, Megapede and Draxians), providing the purity and familiar addictive playability of old, as well as the great graphics and sound of the present. \$34.99 *Impressions*

## Renegade

2 A.M. is no time to be alone in the subway, and you are about to find out why. The blistering fast-paced street style karate action takes place on subway platforms, old shipping piers, and seedy city streets. Defend yourself from multiple attackers and out maneuver the local motorcycle gang. If Big Bertha and her whip wielding friends

don't finish you off, the skin heads and their razor knives just might. \$34.95 *Taito Software, Inc.*

## Return to Atlantis

Novel-sized role-playing adventure in which you work as an agent for The Foundation to complete 14 missions and find Atlantis. Explore over 140,000 locations. Digitized voices, 3D scrolling underwater graphics. Stereo music and sound. Help keys and more. \$19.95 *Electronic Arts*

## Rick Dangerous

Rick Dangerous combines fast-action arcade adventure with humorous graphics and strange sounds to give gamers an alternative to the fight to the death genre of entertainment software. The hero, armed only with a six-shooter, some dynamite, and a Big Stick, spends most of his time trying to stay alive amidst the chaos and mayhem of a variety of exotic, dangerous locales. Rick fights for his life in four scenarios: an Amazon temple, where Rick must dodge hostile tribesmen; an Egyptian pyramid, where Rick squares off against ruthless assassins; a Nazi prison camp, where Rick fights to free Allied POW's; and a Nazi missile base, where Rick is the last hope of the free world. Each scenario calls for the fast reflexes and the ability to solve puzzles appearing at a moment's notice, and leaving little time to find the answer. \$34.95 *MicroProse Software, Inc.*

## Rick Davis's World Trophy Soccer

The new state-of-the-art in sports simulation. Arcade action brings the realism of world class soccer to your home computer in this direct translation of the super high energy coin-op arcade game. Team up with Rick Davis to play soccer better than you've ever played before. Includes real-to-life animation, multidirectional scrolling, accurately simulated free kicks, goal kicks, corner kicks and throw ins. Single or double player simultaneous action. Pass, tackle and shoot your way through the qualifying rounds with the world's best soccer teams! 512K-\$39.99 & IMEG-\$49.99 *Virgin Mastertronic International*

## Rings Of Medusa

Far away there is a mysterious kingdom where the land blooms and prospers and life is peaceful. But one day things begin to change. Gradually the people become subject to an evil force. Revolts and wars afflict them, and the once united realm splits into factions. The king discovers that the evil goddess Medusa is attempting to win his subjects into her power. She will stop at nothing to conquer and rule the entire empire with her diabolical armies. You, the young prince, see how your father's once so peaceful realm is being destroyed. Your only thought is to stop the goddess Medusa and reunite the kingdom. Challenge Medusa: find five hidden rings in the kingdom and place them together in the temple of the Athenians. It is your only chance to call Medusa to battle. Your mission is not easy. Only your will for peace and





your courage will accompany you. \$49.95  
*Star Games*

## Ringside

World championship boxing. Fight your way through 10 opponents to the title. Decide your fighter's name, weight, and age; assign strength points to a variety of techniques. Modify the length of rounds and the rest between rounds. Also features a training mode in which you can train your fighter against the computer or another player. Game saves top 10 scores to disk. Super graphics and sound; a must for the boxing fan. One or two player action. \$39.95  
*MichTron/Microdeal*

## Risk

It's the classic game of world domination! Challenge your powers of strategic planning in this game of fierce attack and vigilant defense, bold strikes, and cunning traps. Victory depends on how you deploy your forces, where you fortify your frontiers, and when you attack your enemies. \$39.99  
*Virgin Mastertronic International*

## Road Raider

Battle crazy rebel cars, shoot down armies of slimy mutants and test your skills in demolition derby rings in this action-packed road adventure, created by Chris Gray. Three unique game environments, three increasingly difficult levels and a variety of weapons and add-on car supplies will keep even the most experienced game players challenged. \$39.95  
*Mindscape Inc.*

## Roadwar 2000

Lead a road gang in the year 2000 to locate 8 scientists who can find a cure for the results of bacteriological warfare. \$39.95  
*Strategic Simulations, Inc.*

## Roadwar Europa

Lead a road gang to locate and destroy terrorists in post-doomsday Europe. \$9.95  
*Strategic Simulations, Inc.*

## Robbeary

Arcade adventure features a thieving bear loose in the department store. \$24.95  
*Anco Software USA, Inc.*

## Robocop

A blockbuster film translation recreates the action on the streets of Detroit. \$44.95  
*Data East USA, Inc.*

## Rock Challenge

So you think you know a lot about Rock music? Let Rock Challenge test your knowledge of rock trivia. Thousands of questions from the 50's to today. Compete against family and friends in five different categories. \$39.95  
*ReadySoft Inc.*

## Rocket Ranger

Experience action, romance, thrills, and spills of the old Saturday morning serials. Action begins

with an urgent message from the future...a future that saw the Nazis win WWII. An underground group of scientists in the 21st century risk lives to send you a jet propelled rocket suit, ray gun, and secret decoder wheel. Skillfully used against a cunning and ruthless foe, these devices help you become the superhero that changes history and saves mankind. Packaged in combination with *The Three Stooges* \$49.95  
*Cinemaware Corp.*

## Rogue

One of the great underground adventures. With 26 dangerous levels and one daunting truth: The game is never the same twice. Concentrate on the maze monster just ahead. Or keep your eyes peeled for trap doors and deadly darts. Mission: Descend the Dungeon of Doom, recover The Amulet of Yendor, and make it safely back to Level One. *EPYX*

## Romantic Encounters at the Dome

Adult text game set in the sophisticated hi-tech private club called The Dome. Play out different personae: be romantic or reckless, etc. \$39.95  
*MicroIllusions*

## Rush 'N Attack

You asked for it, and now you have the chance to rescue groups of POW's held prisoner in the depths of an enemy camp. Try to defeat a fleet of choppers along with guerrilla attacks. Joystick controlled. Features simultaneous play for two players or play against the computer. \$44.95  
*Konami, Inc.*

## RVF Honda

Simulation of formula-like motorbike racing. \$39.95  
*MicroProse Software, Inc.*

## S.D.I.

It is the year 2017. Ruthless KGB fanatics have just staged a coup d'etat inside the Soviet Union. As Sloan McCormick, young general assigned to implement the S.D.I. project, only you can save the United States from thermonuclear destruction. Will you succeed in rescuing Natalya, the beautiful Soviet commander, from a dreaded KGB torture squad? and Will Sloan, single-handedly, destroy a crack Soviet rocket fighter squadron? Pick up a joystick and find out in S.D.I.! \$24.95  
*Cinemaware Corp.*

## Santa Paravia and Fiumaccio

A Kingdom-type game that's a ball for one to six players. The more players, the more intensity. Each player rules a little city-state in 13th century Italy. Every turn is one year and each player must set his taxes, buy and sell grain or land, build cathedrals, palaces, mills and markets. The first state to prosper will rise in rank and the winner becomes King or Queen. \$29.95  
*StarSoft Development Labs*

## Savage

In Savage, the player is a powerful warrior searching for his kidnapped princess. To rescue her, the hero must battle his way through three

challenging game scenarios. In the first, the hero beginning with only a battle axe, must survive the evil creatures and unavoidable obstacles within a tunnel-ridden dungeon. Giant dragons, strange, demon-like creatures and other unusual monsters attack the player as he searches for weapons and treasure to continue pursuit of his maiden. In the second level of play, Savage is on foot, racing toward the castle where his princess is held captive. The player must negotiate his way through fast-scrolling screens, avoiding the obstacles that appear without warning to intercept him. In the third and final level of play, the hero telepathically communicates with a magical eagle that flies through a mystical maze seeking to complete the quest. More evil demons, strange creatures and lethal traps appear throughout in an attempt to thwart the final stage of the rescue. Savage is a great diversion from the real world. \$34.95  
*MicroProse Software, Inc.*

## Scary Mutant Space Aliens from Mars

Illustrated text adventure with a comic twist. Includes digitized graphics and sound, great animation, maps, function keys, quick-click controls, and humorous but challenging puzzles. \$39.95  
*ReadySoft Inc.*

## Scenery Disk #11

Includes the North-Eastern border of the United States: Detroit, Lake Huron. Incredible variety, from industrial Detroit to beautiful Niagara Falls. \$24.95  
*subLOGIC Corporation*

## Scenery Disk #7

Can be used with Microsoft Flight Simulator to greatly expand the user's flying environment. Features hundreds of miles of coastline, many rivers and roads, railroads, racetracks, and transmitter towers from the East Coast of the USA, in detail from Washington DC down through Key West, Florida. Over 130 airports will challenge the most seasoned Flight Simulator enthusiast. \$24.95  
*subLOGIC Corporation*

## Scrabble

Play Scrabble with friends or against the ultimate opponent, your own computer. Build your vocabulary and strategic abilities by playing through the different skill levels, from beginner to advanced. An ingenious combination of strategy and luck makes this game beloved of word lovers and gamers alike. \$39.95  
*Mastertronic International*

## Seastalker

Underwater adventure in a submarine. Learn to operate the submarine before the research center is attacked by a sea monster. \$9.95  
*Infocom*

## Secrets of an Artist

'Secrets of an Artist' is the work of a professional computer artist, C. William Henderson of Los Gatos, CA. On this disk he reveals many formulas and underlying concepts through 22 examples and 10 pages of text. Placed in entertainment at the request of the publisher. \$24.95  
*Seven Seas Software*





# ENTERTAINMENT

## Seven Cities of Gold

Rewrite history as Christopher Columbus in this historic adventure game. From the Software Classics™ library. \$19.95 *Electronic Arts*

## Sex Vixens from Space

Adult graphic adventure game. As Captain Brad Stallion you must locate The Tribe, a colony of beautiful female clones from the planet Mondo who have been raiding the male population. Cruise throughout the galaxy in a one-man vehicle. \$39.95 *Free Spirit Software, Inc.*

## Shadow of the Beast

Billed as Psygnosis' Game of the Year, this game features 13 level high speed parallax scrolling, 350 screens, 128 colors on a single screen, 50 frames/second speed, 900K soundtrack and 132 different monsters to delight you. It must be seen to be believed. Packaged with a T-shirt, your FREE gift, featuring the famous Roger Dean artwork. \$49.95 *Psygnosis Limited*

## Shadowgate

Another award-winning graphic adventure from ICOM Simulations. This action begins at the foot of a huge castle filled with menacing creatures, secret passageways, collapsing floors and other surprises. To survive the perils of castle Shadowgate, find the evil Warlock Lord before he summons the Titan Behemoth to destroy the world. \$49.95 *Mindscape Inc.*

## Shanghai

Strategy tile-matching game based on an ancient Chinese game. Remove the tiles that match the dragon. First player to run out of tiles wins. More complicated than it sounds! \$39.95 *Activision*

## Sherlock: The Riddle of the Crown Jewels

Take the role of Watson to find the missing crown jewels, using clues given in riddles. Includes sound. \$39.95 *Infocom*

## Shinobi

Use your Ninja might and magic as you attempt to save the children of the world's leaders from ruthless terrorists in this adaptation of the #1 Sega arcade hit. This game takes you through five rescue missions, each ending with a confrontation with the Master Force. \$49.95 *Mindscape Inc.*

## Shoot 'Em Up Construction Kit

For those people who are certain they can create a shoot 'em up game better than any they've seen at their local software store, Shoot 'Em Up Construction Kit provides them with all the tools to do just that. Three pre-designed games are included on the disk, and game designers can choose to tailor any of these to their own specifications or start from scratch to create an entirely unique game. \$19.95 *Accolade*

## Shufflepuck Cafe

Shufflepuck Cafe is a simulated air-hockey game that pits the player against nine different opponents, all of whom are regulars at the

Shufflepuck Cafe, a seedy saloon reminiscent of the bar in Star Wars. The habitués are a motley crew from throughout the galaxy. They gather here because they love air hockey and this place has the last known game in the universe. Players can challenge any opponent and a droid keeps score on a chalkboard behind the table. Although each opponent has a unique style of play, they are also intelligent; so they're apt to change their tactics as they play. Players who succeed in winning a tournament get to place their names in the Roster of Champions. To keep the game challenging, several game elements are adjustable, including paddle size, bounce, and hit strength. For even more variety, players can change the playing characteristics of DC3-ALSO, the practice droid. Experienced game players will be challenged by the game's diversity and a range of difficulty. \$39.95 *Broderbund Software Inc.*

## Side-View Game Module

Play OMNI-PLAY™ BASKETBALL with the new 'SIDE-VIEW' Game Module and you'll enjoy the sport from a whole new perspective. Coach and/or play down on the hardwood, but now you lead the team as its Center at all times. Run anywhere on the court. Set picks. Call for the ball and teammates will give it to you whenever you want. Drive through a lane and get the quick two, stay on the perimeter and hit for a three-pointer or stuff a rebound back in the basket. Double-and-triple team options are even possible! Enjoy the game from the best seat in the house—down low courtside. From this new perspective and playing mode, see every second of hoop action from the eye of a T.V. camera following the ball left to right, down the court and back again. Need more thrills? Look for the acrobatic cheerleaders to heat up the action at halftime. \$19.95 *SportTime Computer Software*

## Sideshow

Remember the day the circus came to town? Remember the midway, the freak shows, the popcorn and cotton candy? Well, the fun and excitement are all back with Sideshow. Spend the day playing the classic circus games like the balloons, the dunk tank, the haunted house, and more, but use the Actionware Light Gun (sold separately) for even more fun. Also uses mouse. \$44.95 *Actionware*

## Silent Service

Action and strategy. Stalk enemy convoys through the waters of WWII's South Pacific. You make the crucial decisions. \$39.95 *MicroProse Software, Inc.*

## Silpheed

A classic action game that transcends state-of-the-art, Silpheed is Sierra's latest import from Game Arts of Japan, the creators of the best-selling Thexder. Silpheed features advanced animation, visual effects, and a complete soundtrack with nine original music compositions. \$34.95 *Sierra On-Line*

## SimCity

The city simulator strategy game. Year 3010: you become mayor and planner of our city. Fully animated with graphics and sound. Features include cars, boats, helicopters, and monsters. Includes 8 cities on the verge of disaster: San Francisco before the earth quake, Tokyo before the monster attack, Boston before the nuclear meltdown. \$49.95 *Maxis*

## Sinbad and the Throne of the Falcon

You are Sinbad the Sailor, battling dark and mysterious forces in an epic seafaring quest. Get ready for pirates and genies, romance and heartbreak, comedy and tragedy, set in a fantastic universe that begs to be explored. Steel yourself for the ultimate challenge to your skills as swordsman, leader and navigator. The task is formidable, but the lovely princess has begged for your aid. Game features a unique blend of role playing and strategy, combined with dazzling arcade-style sequences. \$24.95 *Cinemaware Corp.*

## Sky Chase

Two player, jet fighter simulation game. Super fast flight animation, 3-D vector jets, and full stereo sound. Choose from seven different jets. \$39.95 *Maxis*

## Sky Shark

Strap in for full throttle action! Trapped in enemy territory, you've got to fly your P-40 on a top secret mission through hell. The skies are thick with a deadly rain of armor-piercing artillery fire. They chose you for one reason. You're the best there is. Now you know the score, so aim right and fly tight. The skies are anything but friendly tonight. \$34.95 *Taito Software, Inc.*

## Skyblaster

Fast-paced 3-D air/ground combat simulation. Battle planes and tanks from your helicopter. Solid graphics and extremely challenging. Skyblaster will provide hours of entertainment for avid game players. \$29.95 *DigiTek Software*

## Skyfox

It's you alone in your sophisticated warplane against a skyful of enemy planes. From the Software Classics™ library. \$19.95 *Electronic Arts*

## Skyfox II: The Cygnus Conflict

Blast through asteroids at 9000 kilometers/second. Reduce enemy fighters to stardust with Photon Pulse Bombs. Dangerous missions put you face-to-face with deadly Xenomorph fighters who fire with no questions asked. Set a course on the overview map and hit autopilot. When you reach your destination, blast the starbase into another galaxy. \$19.95 *Electronic Arts*

## SLAPSHOT!

Hockey simulation uses digitized audio and team editing capabilities. Includes animated penalty calls and fights. Runs in real time. \$59.95 *Bethesda Softworks*





## Slaygon

Save the world from a toxic virus by destroying the Cybordynamics laboratory with your sophisticated military robot, Slaygon. Activate the Slaygon and prepare for the most important mission in the history of humanity. \$39.95 *MichTron/Microdeal*

## Slip Stream

The nine streams of the Slip Stream have been overtaken by an alien race who have infested the planet with various defense space crafts. Each craft is powered by a crystal that lies at the end of each stream. Object: Liberate the nine streams by destroying each power crystal. After disembarking from the mother ship, destroy as much of the landscape and defense crafts as possible. Watch out for barriers! \$24.95 *MichTron/Microdeal*

## Snake Pit

Control a snake through a series of complex mazes. The only way to move on to the next level is to eat all the food scattered within the labyrinth. The problem is that each bit of food causes you to grow or shrink. By the end of the maze, you could be gigantic. Avoid hitting your snake's ever-changing body and make your way out of the maze. \$34.99 *Incognito Software*

## Software Golden Oldies Vol.1

Four great games. Adventure takes you to the depths of the Colossal Cave, where you collect treasure, and try to outwit the perils that lurk in every crevice. Eliza will simulate your conversation with a psychiatrist, and analyze you with unnerving accuracy. In Life, you'll graph new life patterns. And then there's Pong, the first video game and a true classic. \$29.95 *The Software Toolworks*

## Solitaire

Solitaire is easy to play when you have a mouse to move rows of cards around. This card game is addicting. You may never play solitaire with a real deck of cards again! It won't let you cheat. Solitaire is totally mouse operated and has built-in instructions that can be recalled any time during operation. \$34.95 *The Software Factory*

## Solitaire Royale

Includes eight different variations: Reno, Corners, Golf, Pyramid, 3 Shuffles & a Draw, Klondike, Canfield, and Calculation. Plus three more childrens' games: Concentration, Pairs, and the Wish. \$34.95 *Spectrum HoloByte*

## Sorcer Lord by DataSoft

You must free the land of Galanore before the Shadow Lord invades and destroys the land. \$34.95 *Electronic Arts*

## Sorcerer

Enchanter sequel. Rescue your mentor Belboz and defeat the evil demon Jeeaar. \$14.95 *Infocom*

## SPOC Collection

35 original entertainment programs Reworked to run without CLI. No copy protection. Sample \$5.00. \$25.00 *S.P.O.C.*

## Space Ace

Space Ace continues in the tradition of Dragon's with breathtaking graphics, animation and sound brought to life on the Amiga. Our hero, Ace, is being attacked by the evil commander Borf who has just kidnapped Ace's girlfriend Kimberly. Borf's plans are to take over the Earth by changing everyone into babies using his dreaded weapon...the Infanto Ray. It is your mission to save Earth. Be valiant, space warrior, the fate of Earth is in your hands! \$59.95 *ReadySoft Inc.*

## SpaceBattle

Travel through a dense asteroid belt in deep space—a game for one or two players. \$19.95 *Constellation Software*

## Space Harrier by Sega

The home-computer version of this classic Sega fantastic space battle arcade hit. Zoom through a 3-D landscape as you fight off a myriad of bizarre creatures, including slithering serpents, fearless robots, and eerie stone masks throwing fireballs. \$49.95 *Mindscape Inc.*

## Space Quest I: The Sarien Encounter

Space-fantasy spoof featuring Roger Wilco, sanitation engineer turned interstellar swashbuckler who must save his planet against ship-napping Sarians. 3-D animated graphics, new windowing system. \$49.95 *Sierra On-Line*

## Space Quest II: Vohaul's Revenge

Roger Wilco returns in this Vohaul's Revenge sequel as a space hero trying to defeat the evil scientist, Sludge Vohaul. Colorful animated graphics. \$49.95 *Sierra On-Line*

## Space Quest III: The Pirates of Pestulon

Once again Wilco is called to battle Pestulon pirates and to save two software authors, The Two Guys from Andromeda, from a shallow life of writing arcade games. \$49.95 *Sierra On-Line*

## Space Racer

Twenty-fifth Century racing game. The public's only excitement is the deadly Space Race Tournament. As Earth's champion, you must compete against three planets, three different tracks, and then the finals. Amazing 3-D animation! \$19.95 *Broderbund Software Inc.*

## Space Ranger

Run the gauntlet of death across desert jungles and snow plains in the name of Good and Right! As the Galaxy's leading superhero, it is up to you to save the helpless natives of Beta Crucis from the terrible threat of the Mogdanians, the most vicious aliens ever to enter the Earth's Territory. Fast-moving, interactive animation. \$19.99 *Masterronic International*

## Space Rogue

Sophisticated 3D space flight simulation and intriguing role-play. Features superb graphics as you maneuver through twisting worm tunnels, turbulent ion storms, and dazzling shard fields. Lock onto streaking cruisers with your plasmatorps, zip through treacherous Malir gates as you seek your fortune as a merchant, pirate or bounty hunter! Includes 90-page novella, reference card, map, and playbook. \$49.95 *Origin Systems Inc.*

## SpaceSchool Simulator

The player assumes the role of a student working to graduate from the Academy, a specialized university designed to train an elite corps of skimmer pilots. To graduate, students must complete 20 different missions, developing skills in skimmer design and combat, while learning the differences of each planetary system. \$34.95 *Scorpion*

## SpaceSpuds

3-D arcade game designed for use with Haitex' X-Specs 3D Stereoscopic Vision system. Players confront an intergalactic food fight as fat-filled junk food assaults their shapeless ship. Colliding with the junk food causes players to gain weight until they explode. Haitex' X-Specs 3D glasses offer a 3D view of the assault. The LCD shutter glasses lug into the second joystick port. The system also allows users to create custom images. Package includes game, X-Specs 3D glasses, Molecule 3D (a display program), D3D (displays static images), and Cubes 3D, a game in which cubes dance right out of the screen. 512K minimum. \$124.95 *Haitex Resources*

## Space War

Can you survive? Space War is outer space combat action at its best. One or two players fight it out for a sector of space. Space War follows in the tradition of classics like Asteroids™ and features arcade-quality graphics and sounds to enhance the heart-stopping action that surrounds your space-faring warship. Play alone or combat another armchair starfighter in the most exciting and dangerous sectors of deep space....Players have a choice of 6 different ships and four different space sectors. Features include two-player simultaneous play, animated menu screens with narrated digitally-recorded speech, digitized graphics, and giant animated objects. \$39.99 *ODYSSEY Software*

## SpaceAce

An exciting duel in space. Man vs Man (or computer) with 6 ship types, 4 special powers, and tons of options. \$24.95 *ReadySoft Inc.*

## Spacecutter

Blast through fleets of alien spacecraft in search of stargates. Features 3-D shaded graphics, sideways scrolling and multi-level gameplay. But you don't have time to marvel at the solid, highly-colored graphics or the incredible 3-D light source with shadow effects. The skies are filled





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with lethal spacecraft, flaming asteroid belts, and enemy missiles. Revolve, spin, twist and turn in a sensational feeling of movement and speed. \$29.95 *RainBird Software*

## Spaceport

As the pilot of a prototype spacecopter, you navigate the interior of an asteroid, RENEGADE, to rescue the spaceport. Seek and destroy the enemy. \$19.95 *Constellation Software*

## Speed Buggy

World beating coin-ops converted for your home computer. Realistic 3-D racing track, with your choice of five exceptional courses. \$39.95 *Key Punch Software*

## Speedball

Wearing spiked armor bodywear, helmet, and gloves, you'll go face-to-face with some of the meanest goons in the world. Speedball is a total free for all. Choose your own team, collect power-up tokens during gameplay, you can even bribe the officials. Features a complete league system, with 11 teams vying for championship honors. Many strategic options are available—even cheating! \$39.95 *Cinemaware Corp.*

## Spellbreaker

Part III of the Enchanter trilogy. You must save your kingdom even as your own powers fade. \$14.95 *Infocom*

## Stable Owners Option Module

By adding the Stable Owners option module to your original OMNI-PLAY™ HORSE RACING game, you'll now enjoy the 'Sport of Kings' from a whole new perspective. The Stable Owners option module allows you to join the elite class of thoroughbred ownership giving you control over the destiny of your own horses. The stakes are high, but so are the rewards. Experience firsthand the trials and tribulations of being stable owner. Put together your own personal stable of Claiming, Allowance, and Stakes Horses. Hire jockeys and match their skills against the competition as you now enter them into the races of your choice. The Stable Owners Option Module provides true fans with in-depth challenge and strategy. Up to four human players can participate at the same time against other computer opponents. \$19.95 *SportTime Computer Software*

## Star Command by SSI

Star Command is an exciting single player game set in the future in the deepest reaches of space. The earth is nothing but a memory, having been destroyed by hostile beings. The player controls a crew of eight star troopers that have been assigned by the Star Command organization to save the remaining inhabitants of the galaxy from pirates and aliens. Characters travel through the galaxy in starships, exploring planets and space stations in search of objects, people and enemies. While exploring indoors, a map is created showing the entire area and all of the items in the area (chairs, tables, control panels, etc.) The

player may engage in hand-to-hand or ship-to-ship combat. \$49.95 *Electronic Arts*

## Star Fleet I: The War Begins by Interstel

With one of the most powerful fighting cruisers in the universe, protect the Alliance from invading warships. Two dozen commands, sound and animated action, extensive documentation. \$54.95 *Electronic Arts*

## Star Trek V: The Final Frontier

Become Captain Kirk as you determine the fate of the Enterprise™ in the game true to the excitement, action and character of the Star Trek legend. Graphics result in photographic-quality renderings of the ship and its crew, and advanced action/adventure gameplay and realistic characterizations produce a challenging experience that will boldly take Star Trek fans and computer gamers where they've never gone before. \$49.95 *Mindscape Inc.*

## Star Wars

Based on the George Lucas blockbuster, the game pits Luke Skywalker against the Empire's Death Star. \$39.95 *Broderbund Software Inc.*

## Starcross

Discover the key to the galaxy on a mysterious spaceship in the year 2186. \$9.95 *Infocom*

## Starglider

Realistic flight simulation enables you to fly with incredible quickness, response time and unbeatable ease. Strategic missions with fast and furious action. Starglider brings together the reality of a flight simulator and an action-packed shoot-'em-up arcade game. High speed animation and spectacular vector graphics are so outstanding, you'll experience a true feeling of flight. Plus, the fast-paced mission (should you accept it) leads you into battle against a galaxy of bloodthirsty aliens. \$24.95 *RainBird Software*

## Starglider II

A superfast space flight game with 3-D solid graphics, spectacular sound effects and an amazing array of flying creatures and craft. Your ship is ready with the most sophisticated weapon system. Take the controls and see what you're worth. This long-awaited sequel to Starglider incorporates high-speed animation, realistic flight simulation and non-stop action. Dare to continue the ultimate space flight. \$44.95 *RainBird Software*

## Stationfall

Sequel to Planetfall. A dull assignment becomes an exciting adventure when you meet your old buddy Floyd and find the space station nearly deserted, except for an alien ship, an ostrich, and a balloon creature. \$14.95 *Infocom*

## Stellar Conflict

Time is running out on the world. As emperor of the world, you must build up and deploy a fleet of starships to conquer the galaxy planet by planet. \$39.95 *OXXI, Inc.*

## Stellar Crusade by SSI

Stellar Crusade is an exciting strategy game of exploration, economic power, and military conquest on an interstellar scale. Two fanatical groups embark on a mad race to control a small, but vital star cluster. As the leader of one faction, your task is to send out exploration teams to grab the best planets in the star cluster and colonize them. Next, you must build up your economic strength to prepare for war. This entails allocating raw materials and production points to build shipyards and maintenance facilities; train and supply troops, engage in research and development; establish farms, mines, refineries and factories. To win a star war, you need starships. Design your own and equip them with a host of offensive and defensive weapons. There are seven different scenarios with multiple levels of difficulty: three short, three medium, and one long campaign that spans decades. \$54.95 *Electronic Arts*

## Street Fighter

Do battle in the back alleys of the Big Apple. In the shadow of ancient Chinese temples. In not-so-jolly old England. And win the grudging respect of eight of the toughest, meanest street fighters on the planet. Forget all the rules. This is strictly survival of the fittest. You'll need power, speed, and plenty of street smarts. Watch out for Geki and his Ninja weapons, Birdie's lethal head butt, and the flying scissors kick of Gen. You've got a few tricks up your karate sleeve; a martial arts arsenal that includes hurricane kicks and dragon punches. Don't hold back for even an instant. No holds barred, best two out of three competition. Fight in England, China, Japan or the U.S. \$39.95 *Capcom, U.S.A.*

## Street Rod

The complete 50's hot rodding simulator/construction set. Choose from among 25 authentic street rods from a '32 Deuce Coupe to a '63 Vette and customize them with over 35 performance parts. Then cruise down to the drive-in to challenge the locals to either a drag or road race. Win enough bets and pink slips and you may get a shot at the local 'king of the streets'. \$49.95 *California Dreams*

## StreetSportsBasketball

Realistic, street-rules basketball, with teammates recruited from all around the neighborhood. Recruit your 3-man team and set up their shots. Rebound off a chain-link fence, dribble on the grass. \$39.95 *EPYX*

## Strikes Aces:

### International Bombing Competition

In 1984 the skies of North and South Dakota rumbled with the deafening sounds of the world's most powerful attack aircraft as they participated in competitive operations. For this epic event, the armed forces of each of the NATO/WARSAW pact nations were invited to bring their top gun pilots and their best strike aircraft together for a Strategic Air Command (SAC) Bombing Competition. During these





extraordinary operations, top gun crews participated in a series of air-to-air and air-to-ground strategic missions, wherein priceless training was received. In this new flight simulation, players recreate this 1984 competition. Combining combat, strategy, and a wide range of challenging strike missions with detailed replicas of 13 different aircraft, Strike Aces allows computer pilots to take to the controls of six aircraft, including a Russian MIG, on 16 different combat intensive missions. \$49.95 *Accolade*

## Strip Poker II

Settle in for an evening of sizzling strip poker with Susie and Melissa, each with their own style of play. The more chips you win the better it gets. \$39.95 *Artworx*

## Stryx

Stryx has been designed to have the smallest animated characters without losing detailed definition, so creating the maximum playfield on screen at once. With members of the cast around two-thirds of the size of those found in Barbarian, Stryx is able to feature a substantial number on screen at any one time. Involving three distinct graphical levels and eight way scrolling, the action-packed strategy game sees the warrior hero Stryx in a fight to the death against Cyborg robots hell bent on destroying their human masters. Half-man, half-robot himself, Stryx faces the ultimate challenge of recapturing from the Cyborgs the keys to the life force, the fail-safe extermination system developed to prevent such a machine uprising. Only by solving the graphical puzzle can he deactivate the robotic assassins who are wandering the Dome Cities seeking out human life ruthlessly destroying it. \$34.95 *Psygnosis Limited*

## Stunt Track Racer

Race over 200 miles per hour on a narrow track hundreds of feet high, with all the twists and turns of a roller coaster but without the guard rails. You are up against drivers who know these turns, and who know how to fly. You're racing to win, and on the stunt track circuit, winning is everything. \$39.95 *MicroProse Software, Inc.*

## Sub Battle Simulator

World War II simulation. Patrol over 20,000 nautical miles as you perform over 60 different missions including seek-and-destroy, rendezvous, and much more. Use any one of 6 American or German subs. \$39.95 *EPYX*

## Super Games Pak

Three high-quality arcade games for a single low price. In DEATHBOTS you must infiltrate an enemy research center and destroy the all powerful Gamma bomb, but look out for the deathbots who guard the complex. JAILBREAK is a fun, fast-action BREAKOUT™ game with 100 levels and a custom level editor built in. BYTEMAN puts a BIT-muncher in a giant 8-direction scrolling maze crawling with baddies. All three games feature great graphics, digitized

sound effects and were written in 100% Assembly language for lightening-fast execution speed all arcade gamers demand. \$39.99 *ODYSSEY Software*

## Super Hang-On

Nobody can resist the pure temptation to go just a little faster or push a little harder. In this outstanding arcade translation we do just that, we put the gamer on the edge and challenge them to live there. Enjoy fast paced motorcycle racing action, where riders race on four different continents, each representing different levels of skill and difficulty. True-to-life animations of bike and rider. Full screen track representation. Turbo mode gives the true feeling of speed, and responsive acceleration to enhance playability and excitement. Nothing can compare to the feeling of anticipation and power as man and machine perform. \$44.95 *Data East USA, Inc.*

## Super Huey

Helicopter flight simulator, explore unknown territory and map the terrain. Combat using rockets and machine guns to defend a secret desert installation from unknown hostile forces. Your assignment is to locate and attempt pick up of stranded military personnel, while learning the techniques of flying and familiarization of instruments. Joystick recommended. \$14.95 *Cosmi Corporation*

## Super Puzzle

Contains 90 jigsaw puzzles ranging in difficulty from pre-school to adult. Try 18 different pictures with number of puzzle pieces up to 256. Tracks number of correct moves, total tries, and total playing time. \$19.95 *Signs Etc. by D. Knox*

## Super Puzzle Data Disk

Compressed. Automated decompression results in two or more puzzle disks. Data disk #1: Original 32 color graphics and speech for 18 nursery rhymes. Data Disk#2: 18 animals and famous places. Requires original Super Puzzle. Mail order only. \$15.00 *Signs Etc. by D. Knox*

## Superleague Soccer

In Superleague Soccer you manage a first division team right from the start; but your fans demand success—fail, and you are out! As manager, you must buy and sell players, negotiating for contracts, train reserves and pick your team. But at the end of the day it's the match that counts and that's where Superleague Soccer really comes into its own! A revolutionary new control system enables you to control all your players in every match, unlike any other soccer management game. \$34.99 *Impressions*

## Superman: Man of Steel

You are the Man of Steel, but countless challenges await you. An endless siege of earthquakes and volcanoes are rocking the Earth; terrorists have hijacked a yacht with Lois Lane and the Governor on board; and two of your most dangerous enemies have struck an unholy alliance. The clock is ticking with only

hours left to save the world. \$39.95 *Intracorp, Inc.*

## Superstar Ice Hockey

Sharp graphics and realistic play put you into the middle of the action of this sports simulation. Make the trades, recruit players from the minors, conduct training camps, make line changes, call strategies, and compete against your opponents in this multi-dimensional game. You act as player, coach, and manager. \$49.95 *Mindscape Inc.*

## Suspect

You're framed for murder at an elegant masquerade ball. Use all your skills to prove your innocence. \$14.95 *Infocom*

## Suspended

From a cryogenic capsule, repair your home underground capsule by commanding six robots. \$9.95 *Infocom*

## Sword of Sodan

Action packed adventure. You take the part of one of the mighty twins, Sodan or Sodanna, who must rescue their parents trapped inside the evil castle Cragganmoor. Great animation of forests, graveyards, and characters who stand almost 2/3 screen size. Players direct character's actions as he or she jumps over obstacles, fights sword battles, and negotiates treacherous castle corridors. 11 exciting levels in all—using 4 MB of graphics and sound. \$49.95 *Discovery Software*

## Swords of Twilight

The Multi-player feature in Swords of Twilight provides a dynamic, non-turn-oriented environment which allows up to 3 players to independently control their own hero or heroine at once. You can cooperate together, defend one another, or backstab each other. Just like real life. Eight parallel worlds connected by a magical Rainbow Road, guarded by fire breathing dragons. Lands with times and tides and beings with attitudes and appetites. Your sword must be quick but hacking and slashing won't make you many friends. All characters (and there are over 30) have their own memories, personalities, histories, and appetites that affect how they act, react and interact. Seek the banes of the evil Shadowlords. Yet, defeating their minions of wraiths, skeletons and ruffians is only a task for the most cunning. This is one of the few Role-Playing-Games with real-time action and animation that allows you to see and feel the action as it develops. And because of the multi-player capabilities, you don't have to wait for a turn. \$49.95 *Electronic Arts*

## T.A.C.L.

Written by Alternate Realities, T.A.C.L. (The Adventure Construction Language) is a full-featured text/graphics adventure language that allows you to unleash your creativity. T.A.C.L. is a programming language that allows anyone—from a novice to an experienced programmer—to construct their own commercial-quality





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adventure games. T.A.C.L. supports all IFF graphics (including HAM), sound, a wide variety of text styles, and vector graphics (drawn with VGED, which is also included). Unlimited rooms and objects are available. Your only limit is your imagination. Includes freely redistributable play module. \$99.95 *Micro Momentum, Inc.*

## Table Tennis Simulation

Table Tennis Simulation features realistic game play and graphics, just like a real table tennis match. Play single and doubles games where you can play as a team, against a partner or against the computer. All table tennis techniques possible including Block, Straight Stroke, Topspin, Slice, high serves, and net attacks. Choice of different paddle covers and styles of play, as well as polished, colorful graphics. \$34.95 *Star Games*

## Talespin

Talespin is a package which combines drawings, texts, and sounds into a series of pictures to form an interactive adventure game. \$49.95 *MichTron/Microdeal*

## Tangled Tales

Cast in the role of a wizard's apprentice, the player is given three progressively difficult tasks to accomplish as proof of their wizardly worthiness. Before long, discover an outlandish world that includes haunted houses, medieval fortresses and contemporary country farms. From a few hours to a few days of time-tripping fun and excitement. Travel through time, across continents—even use a magic carpet! \$29.95 *Origin Systems Inc.*

## Tanglewood

Control five mining mobiles, each with its own programs and data. Search the planet Tanglewood for the priceless 3D crystals. Problem solving in real-time, with over 1,200 locations to visit. Mouse-controlled, no text entry. Success depends on your problem solving and dexterity. \$39.95 *MichTron/Microdeal*

## Tank Attack

Up to four players may take the role of the commanding General of a country's Tank Corps with an objective to capture the enemy headquarters. The computer issues all movement orders, battle results, the status of each unit and a daily newspaper which gives a full report. Players form allies before war is declared. \$29.95 *Artworx*

## Targhan

Targhan is a strategy-action adventure about the barbarian Targhan who goes out to fight The Evil One to free his village and revenge his father's death. This game features the most advanced graphics possible with huge, massive animated characters and superb sound effects. It comes as close to an arcade game as the gamer wants it to be. The gameplay features a very involved and deep game plot, 40 different characters (some enormous and all detailed), 120 different landscapes, excellent animation and beautifully

drawn graphics as well as excellent, digitized sound effects and a wonderful sound track. Targhan is probably the most stunning game you will ever play! \$39.95 *Star Games*

## Targis

Targis is our best agent. He must infiltrate the enemy's hideout and retrieve top secret stolen parts. Over 200 levels (the Level Editor allow infinite levels). Users can change all game graphics and animation with the program supplied on game disk. Written in 68000 assembler. \$39.99 *Incognito Software*

## Technocop

The only game that mixes the pulse-racing thrill of cops and robbers with the mind-blowing technology of tomorrow. A great combination of high-speed car chases and detective crime busting. The V-Max racer, high-tech weaponry, and 11 levels of difficulty provides hours of riveting fun. \$49.95 *EPYX*

## Teenage Mutant Ninja Turtles

Team up with these heroes on a halfshell, armed with wacko bombs and armed blimps, as you fight off the Evil Foot Clan. Joystick controlled. For one player. \$39.95 *Ultra Software Corporation*

## TeleEpic

A medieval version of a strategy war game. Instead of commanding tanks and artillery, you lead a band of heroes in war against your mortal foe. Test your skills wielding a mighty axe or sword, throw a dagger or check your accuracy as an archer. \$39.95 *Software Terminal*

## TeleGames

Like all our 'Tele' products, TeleGames provides the enjoyment of competition without the problem of where to play. Competition is enhanced with smooth 3-D perspective graphic animation and digitized sound effects. Players may compete on one computer or 'TeleConnect' via modem. \$34.95 *Software Terminal*

## TeleWar

Strategy war game for two players at one computer or over the telephone. Destroy the opponent's headquarters. \$39.95 *Software Terminal*

## Telewar II

The Ultimate War Game Revisited with new terrains and enhanced gameplay features. Experience the ecstasy of blasting your best friend to rubble or disintegrating someone you don't even know. Watch out! You may be the next casualty peering out of a twisted pile of smoldering steel. \$39.95 *Software Terminal*

## Temple of Apshai Trilogy

Explore Apshai, beneath the Sahara. Nearly 600 dungeons and other dark places to explore as you adventure through 12 levels of mazes, monsters, and magic to mythical Egypt. Includes 80-page book of Apshai lore. \$19.95 *EPYX*

## Terrorpods

As the sun disappears over the horizon, the uninviting, gray bleakness of Colian becomes apparent and the onset of night adds the bitterness of sub zero temperatures. Suddenly a shrilling siren, the status panel has gone crazy. Frantically, you attempt to decipher what has happened. Your whole being freezes...It can't be! The Terrorpods \$39.95 *Psygnosis Limited*

## Test Drive

Driving simulation lets you drive one of 5 sports cars. Game ends early if you drive too slowly, go off the road, or get pulled over. \$19.95 *Accolade*

## Tetra Quest

Before the first galactic games can start, you must recover the stolen 6 Phoenix Tablets. They've been stolen by the Tetroids, who weren't invited to participate. If you can recover the Tablets, Phoebus, the sun god will make you a Phoenix and you'll soar above the four-level world. Space Age action. \$39.95 *MichTron/Microdeal*

## Tetris

Requires fast thinking and quick reflexes. A variety of shapes descend from the top of the screen, player manipulates shapes into position to form solid rows. Challenge and speed increase at higher levels. \$34.95 *Spectrum HoloByte*

## The American Civil War: Scenario Disk One

Designed for use with The Universal Military Simulator, recreate the legendary struggles of The American Civil War on three-dimensional, contoured landscapes. Design your own maps, order of battles and objectives, or reenact the three memorable battles—Shiloh, Chattanooga and Antietam—as they were. \$19.95 *RainBird Software*

## The Android Decision by DataSoft

Take control in this sci-fi strategy while two cities battle for power. Each city produces robots that are capable of diverse roles. \$34.95 *Electronic Arts*

## The Art of Chess

Play against the computer or a challenger in this advanced chess game. Includes tournament-style chess clocks, mouse control, adjustable play style and level, and onscreen performance meter. Help is available through the hint option and voice or text cues. \$34.95 *Anco Software USA, Inc.*

## The Bard's Tale

Let the Bard use his magical talent to help you defeat Mangar, the evil scourge of Skara Brae. Sound effects, music, over 85 spells. \$19.95 *Electronic Arts*

## The Bard's Tale II: The Destiny Knight

A new Bard story with a new villain—the Archmage. More dungeons, clues, monsters, wilderness, and more. \$59.95 *Electronic Arts*





## The Black Cauldron

Based on the popular Walt Disney movie. Several game solutions, music, and 3-D color graphics. \$39.95 *Sierra On-Line*

## The Blue Angels

The Blue Angels flight simulator gives you view from the cockpit of a Blue Angel fighter jet. Perform the same maneuvers as the real Blue Angels. \$44.95 *Accolade*

## The Chessmaster 2000

Library of over 71000 moves, boasting 12 different levels of play from Newcomer to Grandmaster, including Teach and Hint. Players can play against the Chessmaster or select the Two People mode and have the program referee. It allows players to take back moves, show captured pieces, print games, replay games, solve problems, or watch great matches from the library. Complete with booklet. \$44.95

*The Software Toolworks*

## The Chessmaster 2100

A fine and powerful chess program. Over ten years of man work has gone into its creation. New features include: War Room mode, views total board, captured pieces, thinking window. Joystick, mouse, or keyboard control. \$49.95

*The Software Toolworks*

## The Colonel's Bequest

The Colonel's Bequest is the first of a new series of Laura Bow mysteries. As college coed Laura Bow, daughter of a New Orleans Police detective, you spend the weekend with your schoolmate at her uncle's bayou mansion. It seems the clan has gathered for the reading of patriarch Colonel Henri Dijon's will and the family learns it will share in the old codger's wealth... if they outlive him! *Sierra On-Line*

## The Colony

Enter The Colony and embark on an adventure so real and so unique that you melt into the environment. Players become the space marshal who must explore a six-level colony to rescue survivors from a planet overrun by aliens. Combining action, strategy and the most advanced 3-D algorithms in home computing gaming, this is the adventure game that captures science fiction at its best. \$49.95 *Mindscape Inc.*

## The Crimson Crown

In this sequel to Transylvania, return and rid the kingdom of the evil Vampire! Princess Sabrina and Prince Erik accompany you on this quest to find the vampire and recover the magical crown. (Available for A1000 only.) \$19.95

*Merit / Polarware Software*

## The Crossword Creator V1.1

Version 1.1 allows you to design, save, and print your own crossword puzzles. Fast 87,000 word pattern-matching dictionary. \$49.95

*Polyglot Software*

## The Cycles

Motorcycle racing simulation. Includes the actual

international Grand Prix courses, three performance classes, and five different skill levels. You compete against nine world-class Grand Prix riders. \$44.95 *Accolade*

## The Duel: Test Drive II

Racing simulation. Head-to-head racing with the world's two fastest (200 mph.) production cars: The Porsche 959 vs. the Ferrari F40. \$44.95

*Accolade*

## The Enigma Device-A Game of Cryptograms

A traditional word game of cryptograms based on Hitler's infamous WW II German secret code machine named the Enigma Device. Up to twenty players at a time solve word puzzles (simple substitution ciphers). The game tracks performance histories of all twenty players for solo, family, or group fun. Users can create their own cryptogram puzzles, entered from newspapers, magazines, and other sources, for use in the game. Over 1000 cryptograms are included on disk. Choose from many interesting categories including Quotations, Rhymes, Murphy's Laws, Definitions, Wisdom, Proverbs, and Great Thoughts, etc. Cheat button allows one clue per cipher. Comprehensive manual provides extensive help tables. \$39.95

*King Publishing*

## The Game of Harmony

In this arcade game for the new age, players use a combination of strategy and concentration not to annihilate objects on the screen, but to keep them from blowing up. A one or two player game, players control a single spinning sphere, referred to as 'the seeker', on a screen filled with constantly moving, multi-colored orbs. The objective is to create synergy by strategically maneuvering like-colored orbs together before they explode with tension. If two orbs of differing colors are allowed to synergize, they will create a small pod that can be gobbled up for energy if you act fast enough. Otherwise, this pod will expand into a completely new orb. Accompanied by randomly generated musical scores, the game contains fifty progressively challenging configurations (levels) randomly arranged with orbs which glide around the screen while you attempt to gain points, and eventually ultimate harmony. \$44.95 *Accolade*

## The Games: Winter Edition

Find yourself smack in the middle of seven exciting Olympic events. From the adrenaline rush of the downhill skiing to the poetic beauty of figure skating. Players can change points-of-view from one event to the next. Compete against friends or the computer. Designed after the Calgary '88 Games. \$39.95 *EPYX*

## The Golden Pyramid

A game show for the Amiga, complete with talking host. Up to five players. Software that entertains you! \$13.95 *Micro Entertainment*

## The Guild of Thieves

Back in the unreal country of Kerovnia, you

might find yourself ditched on a remote jetty by the Guildmaster, or that he expects you to ransack a well-guarded mansion, or go grave-robbing, potholing, or maybe—if they're really doubtful of your abilities—everything at once! One hint: don't try any funny stuff, the Guildmaster has seen it all before. \$44.95

*RainBird Software*

## The Honeymooners

Role play based on The Honeymooners TV series. \$39.95 *First Row Software Publishing*

## The Hound of Shadow

The Hound of Shadow features a new role-playing system called Timeline. You begin by creating a Timeline character. You choose the character's sex, nationality, one of nine professions, and an assortment of skills from over fifty possibilities. As you play the game, the character's attributes affect the events—maybe even the outcome—of the adventure. The difference might be subtle, such as receiving an extra clue through special skill in history, or the plot may change dramatically. You can even use your character in other Timeline adventures, and his or her experiences will be recognized in the adventure. The adventure is set in England in the 1920s—a country recovering from the ravages of war. It was a time when extremes of wealth and poverty rubbed shoulders, and it was fashionable to cultivate an interest in spiritualism and magic. \$39.95 *Electronic Arts*

## The Hunt for Red October

Submarine combat simulation based on the best-seller by Tom Clancy. Guide your Soviet nuclear submarine to the United States to defect. Uses mouse or joystick; scrolling message window gives time updates. \$49.95 *DataSoft*

## The Island of Lost Hope

Island of Lost Hope is a graphic adventure game with a multiple-word parser, full keyboard and mouse interface, and an impressive array of graphics, animation and sound. You are a young captain trying to find the lost treasure of The Forgotten Souls, but ambushed by a band of cutthroat pirates (led by the infamous Captain Black) your ship was sent to the bottom of the ocean and crew lost. You are washed ashore on a tiny islet and left to die. Now you have nothing but your cunning to complete your quest. Along the way you face numerous obstacles and perils, including bloodthirsty pirates, giant rats, and snakes, all leading to your final showdown with Captain Black. Two-disk set. 512K Amiga one disk drive. Recommended for 1 Meg. (A1000 owners note—Half-brite recommended). \$39.95 *Digital Concepts*

## The Keys to Maramon

The world of THE MAGIC CANDLE has many tales to tell. THE KEYS TO MARAMON is one of the best—a tale of action, bravery, danger, and excitement. Join the tale yourself! Excite your brain and your finger to the max, and return with the keys to the city—THE KEYS TO MARAMON. \$44.95 *MicroProse Software, Inc.*





# ENTERTAINMENT

## The Killing Game

Set in an alien solar system where all violence has been eradicated, the hottest inter-planet TV game show is *The Killing Game*. In this game competitors are selected from each planet and have to negotiate the defenses on opposing planets. These play areas are all based inside cylindrical arenas which are slowly filling with water. The object is simply to reach the exit at the top of each cylinder without being destroyed. The player will take the part of a competitor from one of the planets involved. They will travel between the various worlds taking the challenge of the natural terrain of each planet. The arenas will vary from planet to planet. Some will be made of Caverns, Roman Temples, Organic Materials, and other forms. There will be eight planets, and three cylinders on each planet making twenty-four levels in all. \$24.95  
*Psygnosis Limited*

## The King of Chicago

Chicago in the '30s. Prohibition, power struggles, and rampant crime. Only the toughest of the tough survive. Capone used to call the shots. But Big Al was sent up the river and Chicago is up for grabs. Violence, intimidation, bribery, and treachery are your weapons as you play the role of Pinky Callahan, an ambitious hood on the make. You'll lead the Northside gang against the forces of the legendary Capone mob in a deadly battle for control of the Windy City. \$49.95  
*Cinemaware Corp.*

## The Kristal

Become Dancis Frake, swashbuckling space pirate, in this epic quest to find the fabled Kristal of Konos and return it to its rightful resting place. Battle ruthless villains, woo a beautiful princess, and interact with strange alien life forms. Based upon an original play, *The Kristal* features incredibly lifelike animation. Huge multi-disk universe and addictively clever traps and puzzles. \$49.95  
*Cinemaware Corp.*

## The Last Inca

The evil wizard Zulphosi was held captive under the rule of the three wizards from the new islands. After the last real wizard there died, he managed to escape. He now seeks revenge against the Inca people for their allegiance to the three wizards. Will you be the one to challenge Zulphosi? \$39.95  
*Free Spirit Software, Inc.*

## The Legend of William Tell

Perched on top of your young son's head, the shiny red apple seems to dance in the crossbow's sight. Sweat trickles into your eyes as you strain to keep the target absolutely still. A miss destroys your only son, but split the fruit and you both live to fight for freedom another day. No one said it would be easy. Travel through more than 100 unique and colorful screens while befriending or fighting monks, castle guards, wolves and others.

Engage your enemies with a variety of weapons, including three different crossbows that you can aim using the unique 'crossbow targeting window'. \$39.95  
*Electronic Zoo*

## The Lurking Horror

Explore the nether regions in the basements and storage rooms of G.U.E. Tech. Confront shapes, sounds, unique characters, and horrifying sights as you solve the challenging puzzles of the dreaded horror below. \$14.95  
*Infocom*

## The Pawn

Set in the mythical world of Kerovnia, the Pawn represents all its characters and objects as if they existed in a real world. Your objectives are many, but the simplest is to escape from Kerovnia. You'll find others as you wander about the land and communicate with the characters you meet. Stunning color graphics. \$24.95  
*RainBird Software*

## The President is Missing

Terrorists have taken another hostage. Only, this time, it's the President of the United States and several other members of a top-secret economic summit. Your job: find them! Includes 30 minute audio cassette with kidnapper's demands and mystery clues. Foil this diabolical plot! \$39.95  
*Cosmi Corporation*

## The Remarkable Talking Super Puzzle

Preschool to adult. 90 possible jigsaw type puzzles with 18 pictures. 5 levels: 4 pieces to 256 pieces. Lower levels feature spoken introduction and instructions. Based on principles of behavioral psychology with compliments and rewards. Player options for picture, level, menu, music, slideshow, and various screen manipulations for the curious. \$19.95  
*Signs Etc. by D. Knox*

## The Rubicon Alliance by DataSoft

Tranquility prospers in Hyturan until the pirate planet, Nono, stealthily slips through the outer fringes of the Rubicon, raiding solar shipping, destroying outposts. As starfighter commander Hawkins, you have been ordered to find Nono before it destroys the alliance. You are required to complete eight difficult missions, each with a specific goal and time limit. The 3-D holocube, vital to your quest will assist you in charting planet and revealing the flight of enemy craft. \$29.95  
*Electronic Arts*

## The Scrolls of Talmouth

First in a series of quest disks for Paladin, the animated fantasy game. Each quest disk includes 16 games, all linked into one grand quest. Mages, swordsmen, rangers and thieves will put you to some difficult tests on your path to knighthood. \$24.95  
*Omnitrend Software, Inc.*

## The Seryachi Campaign

First in a series of combat scenario disks. Each

disk includes 16 scenarios—all set within a self-consistent network. Whether you're fresh out of bootcamp or a veteran STAR leader, these campaigns will give you a chance to test your mettle against a challenging set of opponents and conditions. \$24.95  
*Omnitrend Software, Inc.*

## The Supercars

Add on car disk for *The Duel* which along with California Challenge allows you to create your own combinations of landscapes and high performance cars. \$19.95  
*Accolade*

## The Tarot Master

The Tarot Master is the first animated fortune-telling program for the Amiga. Users may receive three- or ten-card readings for any question they choose to ask of the mystic Tarot. The Tarot Master also instructs users in becoming Tarot readers. Three- and ten-card spread readings as well as all seventy-eight card definitions are taught to those who wish to see the future. The Tarot comes to life with exciting animation sequences for all twenty-two Major Arcana cards. Each animation is designed to impart the meaning of each card into the user's memory. \$29.95  
*Empire Graphics*

## The Third Courier

In this role-playing adventure set in Berlin before the wall was torn down, players assume the role of Moondancer, the free world's best secret agent. Moondancer's assignment—to recover NATO's stolen nuclear defense plans and its components from an elusive courier before they are delivered into the hands of the Eastern Block. As Moondancer, your task is vital. Three couriers headed to a top-secret conference in Brussels are missing. Each was carrying a crucial component of the NATO non-nuclear defense plan—a computer chip, a floppy disk, and a CPU. You have learned that two of the couriers have been found murdered and the third—last seen in Berlin—has vanished. You have seven days to search both East and West Berlin for the Third Courier and locate each of the three components before they fall into the wrong hands. \$49.95  
*Accolade*

## The Three Stooges

Join the zany masters of mirth as they try to save the local orphanage from the clutches of the evil banker who wants to foreclose. Rescue the old lady and her three beautiful daughters. Situation and digitized voices and sound effects from classic Stooges films. Eye-popping graphics and animation. You'll feel like you're starring in the original Stooges movies. Packaged in combination with *Rocket Ranger*. \$49.95  
*Cinemaware Corp.*

## The Twilight Zone

You're traveling in another dimension. Not only of sight and sound, but of mind. Where shadows





of reality mix with images of nightmares...There's a signpost up ahead...The next stop...The Twilight Zone. Participate in several stories that, at first, may seem unrelated, but eventually weave themselves into a single complex plot \$39.95 *First Row Software Publishing*

## The Universal Military Simulator

Reenact ancient battles of classic history. Make each conflict come to life on three-dimensional contoured landscapes. Pre-programmed historical battles include Gettysburg, Hastings, Marston Moor and Waterloo. View from any angle, go from an overview or zoom in to an individual unit. Design your own maps on a unique three-dimensional grid system. Create your own orders of battles and objectives using a powerful built-in editor. \$49.95 *RainBird Software*

## Their Finest Hour: The Battle Of Britain

During the summer of 1940, wave after wave of German fighters and bombers pummeled RAF bases in Southern England. Now you can capture the aerial heroics on both sides of the conflict. Fly Spitfires, Hurricanes, Messerschmitts, and German bombers in 3-D air combat so real you can almost feel the gunfire. See exciting replays of your combat exploits from any angle in real-time or freeze-frame. You can even save them on disk. Includes photo packed 180 page manual. A fitting tribute to the 50th anniversary to the Battle of Britain. \$59.95 *Lucasfilm Games*

## Thexder

Pilot your armored robot through caves, cargo holds, and spaceship interiors. Transform Thexder into a jet. Over 20 kinds of aliens, hi-res artwork, synchronized soundtrack. \$34.95 *Sierra On-Line*

## Thud-Ridge

You lead Wild Weasel in a modified Thud, and F105 Thunderchief. Only one thing stands between you and Hanoi-Thud Ridge—40 miles of rolling terrain leading straight downtown. Being a Thud Driver demands nerve, skill, and raw courage. Master the 10 actual missions. If you've got the guts, this is your game. \$44.95 *Three-Sixty, Inc.*

## Thunder Blade

Control the world's most sophisticated attack helicopter in the home-computer adaptation of Sega's #1 blockbuster arcade hit. Fly over skyscrapers, mountains, deserts and the sea as you attempt to accomplish the near-impossible mission of defeating the enemy. \$49.95 *Mindscape Inc.*

## Thunderboy

An action-adventure game. Battle the dragon in the dark land where even the butterflies are deadly. \$29.95 *DigiTek Software*

## Time Bandit

16 lands, 16 levels per land, over 3000 screens.

Travel through time and space for priceless treasures. \$39.95 *MichTron/Microdeal*

## Times of Lore

An ancient land is in turmoil since the king and his young child disappeared 20 years ago. You as a hero-for-hire, learn much of the distinctions between appearance and reality while completing your quests. Over 60 characters, detailed cities and towns. \$39.95 *Origin Systems Inc.*

## Titan

The year is 2114, the place: Vegapolis. Professor Hybris, the genius behind all analytical concepts, is the creator of a brand new leisure concept, which has been driving crowds crazy. But the game is deadly and all have died somewhere along the eighty levels. To succeed you must guide the power sphere across eighty immense and synthetic worlds using just one magical and magnetic control unit, while avoiding all manner of death obstacles. Ultra fast scrolling, multi color graphics and a variety of game play. \$44.95 *Titus Software Corporation*

## Torch 2081

You are a pilot in the World Military Service chosen to defend your planet, Torch, against the remnants of interplanetary nuclear wars. Use the Surface Defense Glider to create panels that protect the inhabitants of the planet. Be careful, the task won't be easy: you'll face fireballs, deadly spit fires, and the perimeter patrols who trace the edge of the panels in an attempt to vaporize you. Over 90 levels of play. \$29.95 *Digital Concepts*

## Total Eclipse

An impending eclipse of the sun is about to trigger an ancient Egyptian curse. Alone in a vast Egyptian pyramid, you face a chamber of horrors beyond your imagination. Plunge forward into the pungent atmosphere of what could be your greatest archaeological discovery, and if you fail, your last. Unless you locate and destroy a mysterious, secret shrine, Earth will be annihilated. Race against a real time clock, experience Freescape, a 3-D first person perspective of your surroundings. \$39.95 *Cinemaware Corp.*

## Tournament Disk for Leader Board

Accessory for Leader Board. \$19.95 *Access Software, Inc.*

## TRUMP CASTLE

The ultimate casino gambling simulation: Trump Castle includes six of the most popular games: black-jack, roulette, craps, keno, nine varieties of slot machines including progressives, and video poker. From the 3-D animation of the roulette wheel and the dice at the craps table to nine different slot machines, varying table limits and range of chip values, Trump Castle brings real-life casino play to a home computer. \$39.95 *Intracorp, Inc.*

## Tracers

The interiors of all computers have been invaded by terrorists, thieves, and other lowlives. As a member of the Integrated Human Operations Police, you must stop them. \$34.95 *Microillusions*

## Tracker's Quest

The family entertainment package for ages 4 to adult. Find the elusive and dangerous wild computer beast. Stay on its trail and you will capture it; step off and it gets raw tracker for dinner. Special learn mode for children. Promotes memory enhancement and computer skills, and includes a music system to calm the savage beast. \$34.95 *Backwoods Software*

## Transputer

3D Arkanoid-style action! 32 screens. Superb digitized sound effects! \$34.95 *Scorpion*

## Transylvania

The classic adventure by Antonio Antiochia. Rescue Princess Sabrina before dawn and avoid the Transylvanian night life. (Available for A1000 only.) \$19.95 *Merit / Polarware Software*

## Traveler by Paragon

A science fiction role playing adventure. Explore unknown star systems, trade and piracy, governments and political structures. Meet bizarre human and alien cultures and battle in fast-action combat with futuristic weaponry. The first adventure will focus in a sparsely settled area of the Imperium called the Spinward Marches. The Marches are fertile ground for powerful adventures, literally surrounded with cultures often characterized as other than friendly. *MicroProse Software, Inc.*

## Treasure Trap

The Esmeralda's gold is just inches away, but it might as well be a mile. You need help, but only the slimy jellyfish have any friends in this algae-covered wreck. A poisonous stingray races at you and a hammerhead darts in from the left. Your air supply is running low and you can't find the key to the door that blocks your exit. Run, jump, and float through 100 multi-level rooms where you dodge crabs, eels, and octopi that won't give up without a battle. Solve unusual puzzles and figure out clever traps as you capture friendly fish, pick up lost keys and search for tanks of air, being careful that the last words you hear aren't, Glub, Glub. \$39.95 *Electronic Zoo*

## Triango

A strategy board game based on the ancient oriental game of GO. Place your pieces on the hexagonal-shaped grid and try to capture triangular-shaped areas. Surround your opponent's pieces with your triangles, and you'll capture his pieces. Up to 4 players at a time. Save games and records of your moves on the board. \$39.95 *California Dreams*





# ENTERTAINMENT

## Trinity

It's the end of your London vacation and the beginning of World War III. Escape to another universe before an H-bomb vaporizes the city. Learn to travel through time and space, back to the dawn of the atomic age. \$14.95 *Infocom*

## Trivia 1 Expansion Disk for Discovery

Trivia categories include Nobel Prize winners, sports, and famous quotes. Discovery program disk required. \$19.95 *Microillusions*

## Trivia 2 Expansion Disk for Discovery

Trivia categories include movies, space travel, and famous people. Discovery program disk required. \$19.95 *Microillusions*

## Tunnels of Armageddon

An extremely fast-paced futuristic action game. Strap yourself in the snugly-fitting cockpit as you warp your way through a network of futuristic underground tunnels in search of the doomsday device. Disarm the device in time or the Earth is doomed. Pick up different weapons and support items on your way. Realistic first-person perspective to make you feel as if you're really flying through a tunnel. Make it to the end in time and you'll be written up in history books. Fail, and you'll be history. \$39.95 *California Dreams*

## Turbo

Speed through cities, countrysides, and mountains in this road war game with continuous shooting excitement. Increasing levels of difficulty, obstacles to both help and hinder the driver. \$24.95 *Microillusions*

## TV Sports Football

Over 28 teams play a 16-game season with post-season play-offs. Pregame warm-up shows, broadcasters, cheerleaders, fans, and a half time show add to the realism. Call the shots as head coach, or play as quarterback, running back, or wide receiver. Set up your offense and defense. Full color graphics and animation. Play against the computer or in head-to-head action. Requires 1 MB RAM. \$49.95 *Cinemaware Corp.*

## TV Sports: Basketball

TV Sports: Basketball features full court 5-on-5 action, a 28-team league, a 24-game schedule, and postseason playoffs. The starting lineup for each team is selected from a roster of 12 players which can be edited to suit individual styles of play, carefully balancing the offensive and defensive strengths of each team member. The player controls all the action—ball movement, passing, and shot selection. A 'roleplaying' mode is available which allows the player to select an individual and 'become' that player throughout the game. A winning coach monitors his players' conditions and make substitutions as necessary. Detailed statistics are kept in a variety of categories allowing the player to analyze both his

own team and his opponents', gaining insight critical to successful gameplay. Up to four players. Instant replay features fast forward, normal speed, and even slow motion. \$49.95 *Cinemaware Corp.*

## Twilight's Ransom

Interactive graphics/text adventure set in dangerous big city. You have twelve hours to rescue your kidnapped girlfriend Maria. Standing in your way is a rogue's gallery of hustlers, con men, and gangsters. Features include a picture disk with over twenty detailed illustrations. Actual clues to help you solve the mystery; over 175 mysterious locations to explore, and a complex plot in the best crime adventure tradition. \$34.95 *Paragon Software Corporation*

## U.S. Open Courses I

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Merion Golf Club, Winged Foot Golf Club, Bellerive Country Club, The Country Club of Brookline MA and Shinnecock Hills, Long Island. \$20.00 *Moonlight Development*

## U.S. Open Courses II

Developed to work with Accolade's MEAN 18 golf simulation. Package contains five different courses: Baltusrol (Springfield NJ), Olympic Club (San Francisco), Medinah #3 (Illinois), Champions Golf Club (Houston), and Oak Hill (Rochester NY), the 1989 site. Medinah will host the 1990 open. \$20.00 *Moonlight Development*

## UFO

Take one giant step beyond reality! UFO puts you at the controls of an advanced spacecraft capable of aerodynamic and Quantum flight. Your mission: scour planet Earth for the fuel needed to power your galactic ships, then return to the orbiting mother ship to trade raw fuel for supplies. You can explore subLOGIC Scenery Disks in an entirely new way with this easy-to-fly simulation. \$49.95 *subLOGIC Corporation*

## Ultima III

Fantasy role playing. Defeat the evil wizard, using navigational strategies and ship-to-ship combat. Advanced dungeon graphics and full color visuals. One to four players and roster of up to 20 characters. \$39.95 *Origin Systems Inc.*

## Ultima IV

Fantasy role playing. Become an Avatar and lead your people by demonstrating the virtues of Avatarhood. Hundreds of characters to interact with. Difficult challenges, ethical dilemmas. \$59.95 *Origin Systems Inc.*

## Ultima Trilogy I-II-III

The complete Ultima adventures in one package that tells the captivating story of the struggles of Lord British's kingdoms with the forces of

darkness—the Triad of Evil. Journey through The First Age of Darkness, confront The Revenge of the Enchantress and then face Exodus: Ultima III when the Great Earth Serpent awakens from a slumber of ages. Only a party of adventurers can save Sosaria. \$59.95 *Origin Systems Inc.*

## Ultima V

Over four man-years in the making, Ultima V is the latest in the saga. Takes place in the extraordinary realm of Britannia, and features all new magic and combat systems. Lord British, benevolent sovereign of Britannia, has been lost on an expedition to explore the newly discovered underworld. Blackthorn has assumed the throne and imposed martial law to keep peace, but he is soon seduced by power and becomes a tyrannical dictator. Only you, the Avatar of Legend, can save the true King and end Blackthorn's reign of terror. Full-length music soundtrack. \$59.95 *Origin Systems Inc.*

## UMS II

According to award-winning Ezra Sidra, the guiding principle in the development of UMS II has been let the player control everything including the level of control he wants. UMS II is the most sophisticated Battle Strategy you'll ever use. From ancient battles of Classic History to the wildest science fiction fantasies, UMS II lets you recreate them all with its unique 3D graphics system. \$59.95 *MicroProse Software, Inc.*

## Uncle D's ConSOUNDtration

The ultimate game of concentration for children 4 & up. Match digitized sounds with colorful graphics. Requires no reading skills. Includes three data bases: ABC's, 123's, and Pixs (animals, tools, environmental, etc.) 29.95 *AlohaFonts*

## Uncle D's ConSOUNDtration Data Disk #1

Additional games to be used with Uncle D's ConSOUNDtration. Includes commonly seen signs, states of the U.S., and more environmental -animal, music etc. \$24.95 *AlohaFonts*

## Uninvited

An award winning graphic adventure by ICOM Simulations. Spend an...unusual...day in a haunted mansion as you attempt to find your brother and uncover the eerie secrets of an eerie house. You don't want an invitation to this mansion! \$49.95 *Mindscape Inc.*

## Universe 3

Animated role-playing adventure game. Set in the 24th century, you lead a diplomatic mission to Earth. Features a sophisticated mouse based parser for rapid play. Also includes digitized sound effects. \$49.95 *Omnitrend Software, Inc.*

## Vampire's Empire

Deep in the Transylvanian forest, in the depths of his underground lair, Count Dracula and his





minions stir. Armed with your Magic Light, mirrors and garlic you must fight your way through the Vampire's Empire to battle the evil Count. Winner of a BEST OF '88 award. \$44.95 *DigiTek Software*

## Vegas Gambler

A realistic casino gambling simulation with stunning graphics and life-like sound. Features 4 popular games: Blackjack, Video Poker, Roulette, and Slots. Accurate odds and payoffs based on a famous Las Vegas casino. \$39.95 *California Dreams*

## Video Vegas

Exciting casino action on your computer. Try your luck on slot machines, draw poker, Blackjack or Keno. Includes Blackjack card counting. Games look and play exactly like the real versions in Las Vegas. Offers fun for the beginner and challenges the pro. \$34.95 *Baudville*

## Vietnam: Scenario Disk Two

Designed for use with The Universal Military Simulator. Written by historian Edward Bever, Ph.D., author of Conflict in Vietnam plus a number of strategy simulation programs. Bring the devastating reality of this war to your screen. Includes three significant firefights from the battles of Dak To—Hill 823, Ngoh Kam Leat and Hill 875. \$19.95 *RainBird Software*

## Vigilante

Nothing like a well-delivered flying kick to stop these bald-headed brutes. No pain, no dame! Better get a grip on your chako-sticks or you won't get your girl. Those scuzzy guttersnipes have resurfaced. This time they're wreaking havoc on your home turf and they've kidnapped your woman. There's no telling what they might do! Even the cops have copped out. It will be up to you to save her. As Vigilante, you must take the power into your own hands and stop these maniacal mohawks before it's too late. Only you can defeat the skinheads, deliver justice, and rescue your babe. Use your fists, feet, or nail 'em with your nunchucks, because these punks only fight one way—dirty! \$44.95 *Data East USA, Inc.*

## Viper Patrol

Muscles tense, beads of perspiration dot your brow as trained eyes search a scrambled message. Mission control has spotted enemy activity in the 7th quadrant: your backyard. Starfleet is on routine patrol far beyond the other side of the galactic core! No signal can reach them in time. Strap yourself in and blast off to meet danger head on! Hone skills to perfection as you blow apart wave upon wave of enemy vipers! Keep your finger on the trigger and eyes on incoming fighters as you remember only this: you're all you've got! \$14.99 *KeyPunch Software*

## Virus

Destroy the killer genes with scanners, laser cannons and heat-seeking missiles. Experience

superfast scrolling with twisting, curving, patchwork landscape below and high-speed, attack runs from above. Arcade action and addictive game play provide hours and hours of fast, furious entertainment. Multi-directional movement and highly sensitive control system make flight virtually effortless. Virus is addictive, infectious and fun. \$29.95 *RainBird Software*

## Vortex by Visionary Limited

Man's misguided attempt to harness new sources of energy ripped a hole in the very fabric of space-time. Engulfing everything in its path, the resulting Vortex also acts as a gateway for antimatter aliens from another universe. Fight up to 32 enemies at once. Vibrant graphics, and smooth animation. \$39.95 *Media Technology Limited*

## Vyper

Save the universe. Over 100 levels, 25 opponent types, and panning stereo sound. Extremely fast animation. For 1 or 2 players. Addictive! \$39.99 *Incognito Software*

## War in Middle Earth

Fantasy role-playing war strategy, animated adventure game. Follow in the footsteps of Frodo, Aragorn, and Gandalf as they battle to get the ring to the Cracks of Doom. The Destiny of Middle Earth lies in the balance. Roam at will across the 36-screen scrolling map containing thousands of digitized locations as you control a cast of over 80 animated characters and armies. \$49.99 *Virgin Mastertronic International*

## Warlock

You alone have been chosen to rescue the stolen Karna from the depths of darkness. Journey through 20 levels of ghoulish graveyards and creepy countryside to locate this precious jewel. Equipped with only your wits and your scepter, you'll do battle with as motley an assortment of critters as you've ever imagined! \$34.95 *Three-Sixty, Inc.*

## Way of the Little Dragon

Karate adventure game with eight levels and four challenges. 6 different kicking techniques, 2 punches, 2 parrying techniques, and 4 colorful background screens. \$19.95 *Constellation Software*

## Wayne Gretzky Hockey

This riveting simulation is packed with all the strategy, excitement, and hard-hitting action we could squeeze into an Amiga. Actual digitized fight videos drop you right where the playing gets rough! Fully animated players, digitized stereo effects right from the rink, extensive player stats, variable speed instant replay lets you review the action in forward or reverse. \$49.95 *Bethesda Softworks*

## Wayne Gretzky Hockey Data Disk

Includes 24 NHL teams with player names and numbers, 11 different player ratings and line combinations. \$19.95 *Bethesda Softworks*

## Weird Dreams by Medalist International

Puts players into the subconscious mind of a hospital patient as he undergoes surgery. Here the player encounters giant wasps, carnivorous rose bushes, a psychopathic lawn mower and a little girl who is not all sugar and spice. In confronting the many unusual challenges in Weird Dreams directly affects the patient's health on the operating table. Anyone claiming to have figured it all out will need more psychiatric help than the designers of the game. \$39.95 *MicroProse Software, Inc.*

## Welltris™

Welltris challenges the player to manipulate falling shapes, consisting of various configurations of squares, into solid rows. Pieces fall randomly in this mind puzzle, one at a time, into a four-sided well with grid-like wall and bottom. \$34.95 *Spectrum HoloByte*

## Western European Tour

To be used with all subLOGIC flight simulation products. Detailed scenery covering southern Great Britain, northern France, and southern West Germany. \$24.95 *subLOGIC Corporation*

## Western Games

Package contains two disks and is played in the tradition of the wild wild West. Actually 6 great games rolled into one rootin'-tootin' contest. One or two players can compete in a series of wacky Olympic-style contests including: arm wrestling, beer shooting, cow milking, dancing, eating, and squid spitting??? Digitized sound and great animation! \$34.95 *DigiTek Software*

## Where in the World is Carmen Sandiego?

Players are introduced to world geography. Carmen and her notorious band of thieves are on a worldwide crime spree. Using your crime computer at the Acme Detective Agency, you'll gather facts before embarking on an international chase through the beautiful capitals of the world. \$44.95 *Broderbund Software Inc.*

## White Death 1MEG

World War II Eastern Front strategic simulation with digitized sound. Full color graphics. Computer opponent or play by modem. \$59.95 *Command Simulations*

## Who Framed Roger Rabbit?

The movie comes to the small (Amiga) screen. Three great arcade sequences in a game animated with Disney art. Like three games in one! \$44.95 *Buena Vista Software*

## WILD STREETS

A supercop and a black panther team together in a high risk mission. A top CIA agent has been kidnapped, find him! You know that action and fighting are inevitable. You have been trained to accomplish the most dangerous missions. In a very special police academy, you learned how to master the world's most secret and lethal techniques of martial arts. Your 357 Magnum will





# ENTERTAINMENT

be with you to help you, but your hands and feet are powerful and won't run out of ammo. Dropped from the chopper, you and the panther will explore the city slums to find the prisoner. Your mission is to find him and to bring him back to a safe place, while protecting him from the attacks of riff-raffs. \$44.95

*Titus Software Corporation*

## Willow

Relive the excitement of the movie as you overthrow the evil Queen Bavmorda in this graphically-impressive adventure game. Includes seven separate adventures. \$39.95

*Mindscape Inc.*

## Windwalker

Lightning-fast martial arts action combined with extensive role-playing. Encounter a variety of colorful characters in palaces, monasteries, pagodas and countryside located throughout multiple regions. Explore the culture, personalities and events of the ancient Orient. Animated combat sequences with authentically-depicted gymnastic and acrobatic movements. Features hundreds of characters including merchants, alchemists, villagers and farmers. \$39.95

*Origin Systems Inc.*

## Winter Challenge

One to six players go for the gold in five winter events: Ski Jump, Downhill, Bobsled, Giant Slalom, and Biathlon. Animated graphics. \$14.95

*EPYX*

## Winter Games

Participate in seven different events, from downhill skiing to figure skating. Compete against your friends or the computer. Complete with national anthems. \$19.95

*EPYX*

## Wishbringer

A ransom note from a kidnapped cat takes an ordinary mail clerk through extraordinary adventures to the powerful Wishbringer stone. \$14.95

*Infocom*

## Witness

You're a hard-boiled detective in 1938 L.A. Find the real culprit of a murder case or face suspicion yourself. \$9.95

*Infocom*

## Wizard Wars

Graphics adventure tale of gallant heroism and wicked villainy. Set in the imaginative fantasy kingdom of Mogardia. State-of-the art graphics; over 50 fantastic creatures; sophisticated combat generation, 3-D scrolling mazes, sound effects, musical score. Includes Wizard's spell book and pouch. \$39.95

*Paragon Software Corporation*

## Word Plex 2.0

Phrase-guessing game similar to TV's Wheel of Fortune. Set difficult level and number of players.

You can define your own data or jargon or use the program's library of phrases. \$39.95

*OXXI, Inc.*

## Word Plex Data Disks

Over 1000 trivia phrases for use with Word Plex from American History topics (presidents, state capitols, and more), Nature (animals, flowers, natural wonders) and The Bible. 29.95

*OXXI, Inc.*

## World Class Leader Board

Update to Leader Board \$44.95

*Access Software, Inc.*

## World Games

Travel around the world to compete against international athletes in eight sporting events. Ski in France, roll logs in Canada, dive cliffs in Mexico, lift weights in Russia, ride bulls in the U.S. \$39.95

*EPYX*

## World Odyssey

World geography in a puzzle format. Select map (12 choices) and answer question about geography. You control the answer format. Score is kept for the 10 best players. \$49.99

*The Other Guys*

## World Snooker

Enjoy pool played 5 different ways from around the world. Great graphics and logical lay-out make it easy to use and fun to play. Zoom-in for precision, play in a practice mode, challenge 6 different levels against the computer. \$24.95

*Artworx*

## World Tour Golf

Choose from over 20 different courses or design your own. Model your player after a favorite pro golfer. Split screen allows player to view overhead golfer's eye view simultaneously. \$19.95

*Electronic Arts*

## Xenophobe by Medalist International

Classic arcade game of alien extermination. A combination of fast and furious action, high-tech weaponry and detailed, often amusing graphics. Xenophobe puts you in command of three rag-tag squads of scientist and soldiers to reclaim abandoned space stations from alien invaders. Aliens are everywhere in the game and they don't feel like negotiating. From a squad of nine men, the player selects the two best personalities to handle each mission. They then face a continuous wave of strange creatures with names like Roller baby, Snotterpillar and Tentacle each having its own special way of knocking out human attackers. Soldiers fight back with a smoke gun, laser pistol, lightning rifle, and hand grenades. \$39.95

*MicroProse Software, Inc.*

## Zak McKracken And The Alien Mindbenders

Reporter Zak McKracken and two Yale coeds

uncover an alien plot to stupefy all mankind. With this game, you'll enjoy cunning clues and hip humor as you track the mystery to the exotic corners of the Earth and beyond. Off-the-wall clues and fast point and click action keep the fun moving. \$44.95

*Lucasfilm Games*

## Zany Golf

Players maneuver their ball through flashing lights and crazy music in the Pinball Hole; putt under a jumping burger in the Hamburger Hole; and dart laser beams, particle rays and transporter pads in the Energy Hole. The imagination is unleashed in holes featuring moving walls, magic carpets, a castle and a hole with a mind of its own. \$39.95

*Electronic Arts*

## Zero Gravity

You're on a journey of discovery into the farthest reaches of the universe, charting new courses into the unknown. But space travel can get monotonous, what can you do? Play Zero Gravity, space age racquetball. You're on one side of the cargo bay in a weightless atmosphere. Use your paddle to hit the red and white ball off the panels to trick your opponent. You use the top half of the screen, your opponent uses the bottom. \$29.95

*MichTron/Microdeal*

## Zoom

Maze strategy in space. Easy to learn, but oops factor makes it difficult to master. Zoom through space on a luminesced grid. Hug the corners and shoot the straight aways. This is intense arcade action at a fast pace. Chase down the magic powers that give you bursts of energy and other strengths. But beware the dreaded Angleheads and Wormlets! \$29.95

*Discovery Software*

## Zork I

The interactive classic that takes you to the ruins of an underground ancient empire to search for the Treasures of Zork. \$14.95

*Infocom*

## Zork II

Journey to a hidden region ruled by the exiled Wizard of Frobozz. \$14.95

*Infocom*

## Zork III

Finish the game by finding out why you are in the perilous ruins of the empire and what you are supposed to be doing there. \$14.95

*Infocom*

## Zork Trilogy

Zork I, Zork II, and Zork III all in one package. \$49.95

*Infocom*

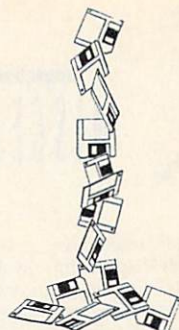
## Zynaps

Four exciting levels of fastpaced, intense arcade action! \$34.95

*Scorpion*



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## ◆ AMATEUR RADIO ◆

### AMIGAttrak

AMIGAttrak is a tracking program for Earth orbiting satellites. Upon giving a satellite name, date and time, the program provides the satellites location on a world map and gives time, longitude, phase, beacon frequency, plus elevation bearings when the satellite is in range. Voice readout is given and routines for scheduling, acquisition of signal times, hardcopy, etc are included. \$24.00  
*NH Enterprises*

## ◆ ARTIFICIAL INTELLIGENCE ◆

### MAGELLAN™ V1.1

Expert system generating tool designed to allow users to build knowledge bases quickly through a mouse and window, graphically oriented interface. Knowledge is stored in an IF/THEN rule format, which can be edited and corrected easily. Runs on any Amiga with 1MB.  
\$195.00 *Emerald Intelligence*

### MAGELLAN™ V1.1 plus the MAGELLAN Interface Toolkit

Expert system generating tool designed to allow users to build knowledge bases quickly through a mouse and window, graphically oriented interface. Knowledge is stored in an IF/THEN rule format, which can be edited and corrected easily. Runs on any Amiga with 1MB. The Interface Toolkit expands the capabilities of MAGELLAN by providing five interfaces to other

software and hardware, including: SuperBase database files, Lotus 1,2,3 format spreadsheets, the serial port, ASCII text files and AREXX macro commands to run MAGELLAN from other software utilities. The Interface Toolkit is also available as an upgrade to registered MAGELLAN V1.1 users for \$75. plus S&H. \$249.00  
*Emerald Intelligence*

## ◆ AUTHORING SYSTEMS ◆

### AU-901 CLAS Computerized Lesson Authoring System

For those who wish to create their own interactive teaching lessons, but have no programming skills. CLAS has the answer: Tell the Amiga what you want and let it write the program. CLAS lets you write imaginative programs that utilize all the Amiga's capabilities. You can use the digitized picture screens, add voice and music, custom-design all your programs. CLAS contains English, German, Spanish, and French alphabets.  
\$99.00 *MicroEd*

### C.L.A.S. (Version 1.2)

This 3-disk program is designed for Amiga users who do not know how to program, but who does know what they want in the way of educational software. They know the subject matter, how the learner is to interact with that subject matter, and what speech and pictures should be included. The necessary commands can be given in plain English, whereupon the Amiga itself will automatically write the desired program for you!  
\$129.95 *MicroEd*

### CanDo

CanDo (Power Steering for the Amiga) is a unique, revolutionary software authoring system which allows any Amiga user to create sophisticated software without any programming experience. This gives Amiga users a practical and easy way to use the output from graphics and sound programs which they are already familiar with. Create a program (with complete user interface, including menus and buttons) that displays ILBM graphics, plays DPaintIII AnimBrushes, plays sampled sounds and much more. \$149.95 *Inovatronics, Inc.*

### PILOT: Programmed Inquiry, Learning, Or Teaching (Version 1.3)

Authoring language for computer-based instruction and interactive video which implements the common PILOT command set. Programming environment includes sound, synthetic speech, IFF graphics, mouse input, timed delays, record keeping, selectable fonts, interactive video support. Additional support

includes Pioneer LD-V4200 Laser VideoDisc Player, partial support for other RS-232 video devices, genlock, with touch panel support for the Sony PVM-1911 monitor or the Carroll touch smart-frame panel. \$299.95  
*Flight Training Devices*

### Thinker 2.0

Thinker is a sophisticated Hypertext system that combines word processing and outline processing with Hypertext. Its editing, outline, and database capabilities make it an excellent tool for creative writing, online documentation, planning and design, small business databases, and computer aided education. Text documents link to text, pictures, and applications. Click on a word or phrase and check a reference, view a picture, or launch an application and control it with AREXX. Thinker supports multitasking, will display pictures in all screen modes including HAM and overscan, will act as a text-based Workbench for a mix of applications, and has both AREXX server and client facilities.  
\$80.00 *Poor Person Software*

### UltraCard

UltraCard is a revolutionary new product for the Amiga. It allows you to mold the Amiga in your own personal style. Supports both Hypermedia, the integration of sound, visual graphics and text as well as Hypertext. In fact, UltraCard can make any portion of your screen, text or graphics, a hot spot which, when you click on it with the mouse, can take an action simple as playing a sound or displaying new information or as complex as running other programs. Supports all Amiga screen modes except HAM and overscan. Including PAL and NTSC. Supports AREXX as both a client and a server. Includes built-in Ultra Talk scripting language. Supports true Hypertext. An action can be triggered by a word or a phrase. Direct access to Amiga ROM and user-written shareable libraries. Design and connect elements of a stack without typing. Autolink to AREXX scripts, programs and other stacks at the click of the mouse. Mail orders please include \$5.00 shipping and handling.  
\$50.00 *Intuitive Technologies*

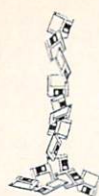
### V.I.V.A. Professional

Object-oriented authoring system for interactive presentations and computer-based training. Can utilize graphic images or laser videodisk segments. \$750.00 *Knowledgeware*

### VIVA (Visual Interfaced Video Authoring)

A Hypermedia authoring environment for the Commodore-Amiga user. VIVA lets you create, manage, and display information. Control text, graphics, video, color, and animation. Also controls video recorders, laser videodisk players, and a full range of visual media devices. Use as





## MISCELLANEOUS SOFTWARE

stand-alone interactive environment or an information-dispensing system. Icon-driven program is very easy to use. It combines a graphical user interface, easy editing, graphics libraries, custom fonts, a speech module, and many more features. With the visual construction set represented by icons, anyone can create a personalized application at the click of a mouse. \$199.95 *MichTron/Microdeal*

### VIVA Professional

Gives VIVA two powerful new function groups, record-keeping databases and expert systems to make it the ideal presentation tool for the instructor, developer, or author who wants an application with student performance tracking, AI applications, or hyperbase creation. The applications can be used by VIVA or V.I.V.A. Professional. \$599.95 *MichTron/Microdeal*

### ◆ CALENDARS ◆

#### CAL Calendar Maker

Create your own custom calendars. Print two 8 1/2 x 11 formats. Accepts fonts or uses library provided. Keep several calendars under different names. Set your own starting dates. Accepts information from applications like NAG Plus via AREXX. \$49.95 *Gramma Software*

#### GIRLS: Impressions of the Riviera

Pin-up calendar on disk. Sixteen tastefully rendered pin-ups, plus clock/memory reminder and 5 macro keys. \$24.95 *Graphic Expressions*

### ◆ COOKING ◆

#### ACE/Automated Catering Environment

A complete database/word processing program for a professional catering environment. Permits storage and retrieval of recipes (comes with 175 celebrity and professional catering recipes). Resizes recipes from 1 to 9,999 servings. Also includes a customized wine list, which can be appended to your recipes and dinner menus. ACE can calculate room space and number of tables, recipe prices, and food and beverage ordering lists as well as generating job bids. Will print index cards, address labels and Rolodex cards. Full American and metric measures supported (also converts between). \$79.95 *USA Media*

#### Celebrity Cookbook Version 2

Celebrity Cookbook Version 2 comes complete with the Personal Recipe Filer, Version 2—a complete recipe filer and organizer. Enter and file your own recipes in any of 6 different categories. Basically, a non-professional version of our ACE program. Comes with 50 celebrity recipes. \$34.99 *USA Media*

#### Desserts Cookbook

You'll enjoy over 150 tantalizing mouth-watering desserts including an extensive assortment of types from puddings to elegant cakes, from frozen sorbets to fancy cookies. Available in two versions—Home (Standard): Directions and unit

amounts edited for home cooking, and Quantity: Edited for Institutional style cooking (recipes yield 50 servings). \$14.95 *Meggido Enterprises*

#### Nutri-FAX

Nutritionally analyze your recipes for the most common nutrients. Data base utilizes food items from USDA Handbook 8 and allows for easy user expansion. Includes Variety Cookbook Recipe Disk with over 150 recipes edited for home use. \$59.95 *Meggido Enterprises*

#### Recipe-FAX

Adjust recipe yield up or down, convert to and from metric or US standard, with ease. Store and/or print adjusted recipes. Includes Variety Cookbook Recipe Disk with over 150 tasty, nutritionally analyzed recipes edited for home use. \$39.95 *Meggido Enterprises*

#### The Cookbook Construction Kit

The Cookbook Construction Kit is a new concept in software. Using the Personal Recipe Filer, Version 2 (included), the Kit allows you to file and organize all of your own recipes (or any you choose) into a stand-alone cookbook which can either be distributed on disk or printed out. Perfect for would-be cookbook authors, churches and other community groups. Print your own cookbooks! Also works with ACE. \$34.95 *USA Media*

#### The Great Recipes of Italy

Designed to work with ACE, this collection includes 160 one-of-a-kind Italian recipes. Compiled with the cooperation of the five-star award-winning 'Ciao's' of West Palm Beach, Florida, this is a serious collection of original great Italian culinary creations. Add your own creations to this fabulous collection. \$24.99 *USA Media*

#### Variety Cookbook

Over 150 scrumptious, tasty recipes from several food categories encompassing beverages, breads, breakfast, desserts, entrees, salads, sandwiches, sauces, soups, vegetables and miscellaneous. Available in two versions—Home (Standard): Directions and unit amounts edited for home cooking, and Quantity: Edited for Institutional style cooking (recipes yield 50). \$14.95 *Meggido Enterprises*

### ◆ DISK CATALOGS ◆

#### Complete Cross-reference

Catalog of Fred Fish Public Domain Library on 8.5 x 11 inch hole-punched paper. Three sections: cross-referenced by file names, cross-referenced by subject and application outline, and complete contents and file description listings. Also available on two-disk set. \$20.00 *The AMIGA Class*

#### MAGDEX

A memory based index of eleven Amiga specific magazines. Over 4300 entries including author, title, category, type and comments. Rapid search including wild carding. \$10.00 *Selectronics Inc.*

#### PUBDEX

A memory based index of more than 3700 Amiga Public Domain Programs, including the first 200 Fred Fish Disks. Each entry contains name, author, size, version, category, source and comments. \$10.00 *Selectronics Inc.*

#### Public Domain & Shareware Collections

Public Domain and Shareware collected by category and packaged with complete Workbench access for ease of use by both novice and expert users. Each disk contains complete author's documentation and has an eight color graphic label. \$7.00 *Premier Software*

### ◆ DISK MAGAZINES ◆

#### A. X. Magazine

Disk-based magazine offers reviews, articles, columns, and music playable from the magazine. Three disks + Bonus disk. \$9.95 *A. X. Productions*

#### Da-Da Tennis Cement

A Surrealist disk-based magazine for the Amiga. Read it, eat it, stick it in your head. Graphics, sound, speech, surrealist writings. Triple your imagination—NOW! \$10.00 *Fugué State Press*

#### Digital Art Gallery - Erotic Art: Funtime

Volume 1 of original art by Michael E. Brown, exhibitor in national competitions and published artist. Erotic art beyond the ordinary. Six images per volume, and presentation program included. You must be 18 years or older to order. Price unavailable. *Imaging That!*

#### Digital Art Gallery - Erotic Art: Mind Puzzles

Volume III of original art by Michael E. Brown, exhibitor in national competitions and published artist. Erotic art beyond the ordinary. Six images per volume, and presentation program included. You must be 18 years or older to order. Price unavailable. *Imaging That!*

#### Digital Art Gallery - Erotic Art: Tessellation

Volume 1 of original art by Michael E. Brown, exhibitor in national competitions and published artist. Erotic art beyond the ordinary. Six images per volume, and presentation program included. You must be 18 years or older to order. Price unavailable. *Imaging That!*

#### Jumpdisk

A monthly disk-based magazine for the Amiga. 12 mos. \$66.00; 6 mos. \$37.00; 3 mos. \$20.00; \$9.00 *Jumpdisk*

#### S.P.O.C. DIGEST

Newsletter/Demo/Disk Magazine. Contains much more than ordinary disk magazines. News, ideas, articles, and free programs from S.P.O.C. entertainment package. \$6.00 *S.P.O.C.*

#### SPOC Digest Disk Magazine

The best for Amiga each month from around the world on one disk. 1 year: \$55.00, 6 months: \$30.00. Sample: \$3.00 *S.P.O.C.*



# MISCELLANEOUS SOFTWARE



## ◆ ENGINEERING ◆

### 'Secrets of an Artist'

'Secrets of an Artist' is the work of a professional computer artist, C. William Henderson of Los Gatos, CA. On this disk he reveals many formulas and underlying concepts through 22 examples and 10 pages of text. \$24.95 *Seven Seas Software*

### Amiga FFT C Package

Fast Fourier transform package in C provides all the source you need to perform detailed frequency analysis utilizing a complete set of Fast Fourier Transform routines (FFT). The package includes C source for derivation of the Power-Spectrum, Phase-Amplitude Spectrum, Inverse FFT. Also for hamming window and user interface functions. \$152.00 *ACDA Corporation* please see display ad page 142

### Aplot Library-Member of Volume 1 of the Engineer's Toolbox

Lattice 'C' compatible library of graphics functions for the applications programmer. Supports scientific/engineering/business charts and graphs. Includes routines for linear/logarithmic, pie/bar and polar charts. From simple to complex. \$49.95 *Advanced Creations Incorporated*

### DigiScope V1.0

A digital storage oscilloscope emulator program. Designed to work with any parallel-port digitizer. Digital signal processing, waveform scrolling routines, archival functions, and the standard complement of signal statistics. Also features an extensive Fast Fourier Transformation (FFT). \$139.95 *ACDA Corporation* please see display ad page 142

### Doug's Math Aquarium 1.01A

Doug's Math Aquarium (DMA) is a fast interactive system that allows you to use your Amiga for 'visualizing' mathematical equations. DMA is used by computer artists, engineers, and mathematicians, all of whom praise its ability to cultivate richer, deeper insights to mathematical equations. \$89.95 *Seven Seas Software*

### GenAplot-Member of Volume 1 of the Engineer's Toolbox

High level plotting tools for creating scientific, engineering, and business charts and graphs from user data. Pull down menu/requester interface. Wide variety of file formats, 16 colors in high resolution, multiple output devices and standard graph formats. \$79.95 *Advanced Creations Incorporated*

### The Engineer's Toolbox-Volume 1, Graphic Tools

Volume 1, Graphing tool of the Engineer's Toolbox is a bundled software package composed of the The Aplot Library, ConvertAplot, and GenAplot. \$99.95 *Advanced Creations Incorporated*

## ◆ GAMBLING ◆

### Lottery Assistant

Works with any major lottery. Increase your odds of winning by up to 500%. Includes random number generator, and more. \$39.95 *Classic Future*

### Lottery Magic

Keeps track of lottery numbers in all states, figures frequency distribution on all numbers. Lets you wheel numbers. \$24.95 *Slipped Disk*

### Lotto Cipher

Increase your chances of hitting it big by picking winning lottery numbers. \$29.95 *Acorn Of Indiana*

### Lotto Master

Easy to use, complete program for lotteries. Sorts and prints number combinations, includes many wheeling systems. Demo disk available for 3. Free brochure. \$29.95 *Gladstone Productions*

### Professional Lottery System

Professional Lotteries Systems is a unique program for analyzing the lottery systems around the world. It is a full featured generating system which allows for user customization of the software to accommodate most every possible lottery in the United States and abroad. Features include database computation of daily and lotto-type lotteries, graphs, hot and cold deviations, frequency distribution of the numbers, and a multitude of wheeling systems. A must for anyone with a serious attitude toward the lotteries. \$39.95 *Digital Concepts*

### Sports Handicapping Programs

For horse racing, dog racing, football, etc. Demo disk available for 3. Free brochure. \$34.95 *Gladstone Productions*

## ◆ GENEALOGY ◆

### GENP Version 1.01

Genealogical software for individuals, medical researchers, society or schools. Standard descendant, pedigree, family charts. Multitasks with your word processor for any length text. Multiple databases each with 64K people. Customize screens to another language. Pictures. Hotkeys. Multiple users. Use the data dictionary to search information using terms you prefer. Price unavailable. *GENP*

### Norgen—The Genealogical Database

Full-featured product of the application generator Norbase. On-screen searches among and within 18 generations at the click of the mouse. Over 30 reports to printer or screen. Date fields are the only fixed-length fields. Duplicates sibling, spouse, child, and note fields as needed by function key. Access to Workbench provided via program interface. \$99.95 *Norris Software*

### Your Family Tree 2.0

Organizing your family history is easy with this program. It is designed to keep track of the

sometimes complex links between family members. Supports as many as 16 million individuals, 8 marriages per individual, and 40 children per family. Record individual reference ID, gender, dates and places of birth, christening, death, and burial, residence, occupation, religion, and links to parents. Also provides a very powerful Search function that allows creation of custom reports and helps in recognizing family relations. Requires 1MB RAM. \$69.95 *MicroMaster Inc.*

## ◆ HOME SECURITY ◆

### AMI-X10

Works with X10 (USA) Inc.'s X10 Powerhouse Computer Interface. Accesses 256 different code combinations for timed or immediate command. Stores and retrieves an unlimited number of event schedules. Multitasking. \$49.50 *Digital Dynamics*

## ◆ INTERFACE FOR THE BLIND OR VISUALLY IMPAIRED ◆

### Better View

Better is a screen magnifier program designed for the visually impaired which lets you magnify any screen while using it normally. Works on all Intuition screens in all display modes including Hold-and-Modify and Extra Half-Brite. Vertical and horizontal magnification factors may be changed independently in increments up to 32 times. \$49.95 *LateNight Developments Corp.*

### TESS-Talking Electronic Spreadsheet

TESS is a spreadsheet intended for use by the visually impaired. Supports up to 32,767 by 32,767 cells (subject to memory capacity), and printing format options. No video monitor needed. All user output is done using synthesized speech. \$49.95 *Prairie Dock Software*

### WE Editor

An editor designed for use by the visually impaired. Supports printing using the PROFF formatting utility, or directly to the printer. WE has a line-oriented user interface that can easily be used by the blind. Spelling checker function included. \$49.95 *Prairie Dock Software*

## ◆ NETWORKING ◆

### TSSnet

An implementation of the DECnet network protocol for the Commodore Amiga. Add Amigas to DEC VAX mainframe computer networks. Amigas become Phase IV end nodes when connected to DECnet via the serial port or through a modem. Also connects to faster network systems such as Ethernet. TSSnet also works with GfxBase's X Windows for the Amiga. \$395.00 *SYNDESIS*





## MISCELLANEOUS SOFTWARE

### XII for the Amiga

Supports displays up to 1008 x 1024 as well as resolutions down to 640 x 480. The Amiga XII uses tcp/ip over ethernet for connections to other machines and a highly efficient shared memory message passing scheme for local connections. Includes several clients that run under the native AmigaDOS. The XII coexists with the native windowing operating system of the Amiga, works with Dec Vax's, Suns, Apollo's, HP equipment and others. \$395.00 *Gfx Base*

### ◆ RELIGION ◆

#### Bible Files On Disk

Genesis through Revelation, 9 disks. ASCII text files to be used with text editors or word processors. Word searching dependant on text editor or word processor's capability. Not copy protected-may be installed on hard drive. King James only. Make checks or postal money orders (U.S. funds) payable to Don Keiffer. \$59.95 *John 1:1 Graphics*

#### BibleReader

The BibleReader program contains all 66 books of the King James Version Bible and a large 300 thousand character concordance/reference file. This program features Intuitive User Interface, full 80 column screen display, Bible text files in ASCII format, concise nine page manual, built in help screen, user length screen dump and much more. The EasyScript! Amiga BibleReader is available on 7 (3 1/2) disks. \$49.95 *EasyScript! Software*

#### N.T. Bible Database

The N.T. Bible Database is a database file of the New Testament that is to be used with Superbase Personal 2 or Superbase Professional 3.0 database programs. The New Testament chapter with the data, a 2 disk set is available which includes the King James New Testament text files with an .sbt extension giving you the ability to see each chapter in Superbase's text window as an external text file. An external drive is needed for this. CA residents please add 6.75% tax. S & H \$5.00 U.S. \$10.00 Foreign. Make check or postal money order (U.S. funds) to Don Keiffer. Database \$19.95, Database + New Testament \$49.90 *John 1:1 Graphics*

#### RI-901 In the Beginning

Elementary level. The biblical story of the creation of the world. From chapter I of the book of Genesis. \$29.95 *MicroEd*

#### RI-902 Adam and Eve

Elementary level. The biblical story of the fall of Adam and Eve. From chapters II and III of Genesis. \$29.95 *MicroEd*

#### RI-904 Abraham, Friend of God

Elementary levels. The story of Abraham's trust, and God's promise. From Genesis, chapter XII. \$29.95 *MicroEd*

#### RI-932 The First Christmas

Elementary level. The New Testament story of the birth of Jesus in Bethlehem. \$29.95 *MicroEd*

#### RI-938 The Story of the Good Samaritan

Elementary level. The parable that showed the

importance of treating others as we would want to be treated ourselves. \$29.95 *MicroEd*

#### RI-993 In The Promised Land

Five disks. High school to adult. Stories of the Chosen People and their conquest and settlement of the Promised Land. Stories include events from lives of Joshua, Samuel, and David. \$89.95 *MicroEd*

#### The Bible on Disk

These document disks contain the text of the King of James Version. They can be accessed by any Amiga-compatible word processing program. \$99.00 *MicroEd*

#### The Context Bible

New International Version. Formatted to use with the Thinker hypertext program. Insert your own notes, automatically linked cross references, outlines, and charts. See-thru links can show parts up to 32 files on screen at once. Create jump-links to verse, files, programs, pictures, and AREXX macros. Read, write, and edit in up to eight resizable, stackable windows. Scroll through text and selectively reveal up to thirty levels of outline. Price unavailable. *Neuralink*

### ◆ STATISTICAL ANALYSIS ◆

#### Anova

A complete set of analysis of variance algorithms for several experimental types, replicated factorials (one, two, and three way) unbalanced factorials (full, blocked, and fractional), response surface designs, analysis of covariance, more. The Duncan multiple range test is included for the comparison of means. \$125.00 *Lionheart Press, Inc.*

#### Aplot Library-Member of Volume 1 of the Engineer's Toolbox

Lattice 'C' compatible library of graphics functions for the applications programmer. Supports scientific/engineering/business charts and graphs. Includes routines for linear/logarithmic, pie/bar and polar charts. From simple to complex. \$49.95 *Advanced Creations Incorporated*

#### Arima Techniques

Contains the essential elements for the Box-Jenkins analysis of time-series. Data entry program allows transformation and differencing of time series. Programs calculate the coefficients of correlation suitable for drawing correlograms. Also includes Autoregression analysis and a program to evaluate the significance of the Durbin-Watson statistic. Two independent Box-Jenkins programs, an Arima (212) model and a three parameter model. \$125.00 *Lionheart Press, Inc.*

#### Biometrics

Edited and expanded material from Sokal and Rohlf's Biometry. Descriptive statistics include stem-and-leaf displays, boxplots, coded tables. Also includes standard techniques such as histograms, simple data entry and test analysis. Detailed coverage of statistical distributions, statistical inference, and hypothesis testing

(parametric and non-parametric). Also includes a set of programs for the analysis of variance of experiments. \$145.00 *Lionheart Press, Inc.*

#### Cluster Analysis

A collection of all the major cluster analysis algorithms. Data entry programs allow data entry and transfer to and from popular spreadsheets, scaling of metric data. Cluster analysis programs include procedures based on arbitrary clustering criteria, sum-of-squares of distance criteria, Hmeans and Kmeans, criteria involving invariants, Wmeans, the multiple-location allocation problem, and miscellaneous features like the bond energy criterion technique. Programs provide results for plotting dendrograms. \$145.00 *Lionheart Press, Inc.*

#### Decision Analysis Techniques

Decision theory involving incomplete or conflicting information. Covers the major reaches of decision theory; assurance of samples and experiments, use of modeling and simulation, goal and mathematical programming, decisions under uncertainty and risk, decision tables and trees, more. \$145.00 *Lionheart Press, Inc.*

#### Decision Trees and Tables

Allows decision-making according to logically and statistically correct principles. Treats utility analysis, Bayesian probability analysis, probability, and other statistical principles. Decision table program allows entering prior and posterior probability information. The decision tree programs allow ranking the decision hierarchy for optimum results. (No graphic layout of the decision tree is included.) \$125.00 *Lionheart Press, Inc.*

#### Descriptive Statistics

Descriptive statistical techniques are primarily graphical. It is useful to calculate things, but it is essential to have a good look at the data before deciding whether or not to enter into heavy-duty numerical analysis. The title Descriptive Statistics is graphics-oriented and makes use of the new EDA techniques. You will be able to examine your data with letter-value displays, stem and leaf displays, and boxplots. When fitting data to a line you will be able to run a resistant line through the data points as well as carry out regression calculations. Analysis of variance is complemented by median polish and the preparation of coded tables. The distribution of data points can be checked by drawing rootograms. The program set includes crosstabulations, distributions, regression, sensitivity analysis and more. \$145.00 *Lionheart Press, Inc.*

#### Econometrics

Covers most of the material in Johnson's Econometric methods. Topics include statistical distribution and inference, multilinear regression, including weight regression models, ridge regression, splines, legit analysis; models using simultaneous equations, models based on time series, autocorrelation, seasonal models, lagged variables, the Cochran-Orcutt correction for autocorrelation, more. Includes full set of transfer programs. \$145.00 *Lionheart Press, Inc.*



# MISCELLANEOUS SOFTWARE



## Experimental Statistics

Covers distributions and sampling, statistical inference, regression analysis, experiment design and variance analysis. Describes background and usage of statistics, with examples. Program instructions detail the sixty programs included in the package. Specific topics include sampling distributions, application of the Central Limit Theorem, inverse and non-central distributions, statistical inference and hypothesis testing, regression analysis, profit analysis, more.

\$145.00

*Lionheart Press, Inc.*

## Forecasting and Time Series

Covers the general methods of analysis of time-series and the forecasting techniques based on those methods. All types of time-series considered, those with trends, seasonably, and periodicity, autoregressive, etc. Time series used include stock prices and a utilities index to population series. Provides elaborate data entry and transfer facilities. Time-series analysis covers the study of periodicity, correlation, and cross-relation, autoregression, Fast Fourier Transforms and more. \$145.00

*Lionheart Press, Inc.*

## GenAplot-Member of Volume 1 of the Engineer's Toolbox

High level plotting tools for creating scientific, engineering, and business charts and graphs from user data. Pull down menu/requester interface. Wide variety of file formats, 16 colors in high resolution, multiple output devices and standard graph formats. \$79.95

*Advanced Creations Incorporated*

## Linear and Non-Linear Programming

Programs based on the SIMPLEX algorithm and the Monte Carlo technique. Implements general purpose and non-linear programming programs using a Monte Carlo technique. Special problems handled include distribution and transportation, assignment, and travelling salesman problems.

\$145.00 *Lionheart Press, Inc.*

## Matrix Operations

Performs simple operations like matrix routines, addition, multiplication, transposition, and inversion. More complex routines find the given values of symmetric and non-symmetric matrices, and Cholesky decomposition of matrices. Provides solution of sets of similar equations. Also provides data transfer programs for easily moving files to and from spreadsheets. \$ 1 2 5 . 0 0

*Lionheart Press, Inc.*

## Multivariate Analysis

Covers the major topics of multivariate analysis for those who have received formal training in that discipline. Manual and programs cover the major topics of the discipline, including multi-linear regression, correction analysis, factor analysis, discriminant analysis, canonical component analysis, and residual analysis. Multiple population topics include MANOVA with and without a covariate. Includes full cross-tabulation program, and profit analysis programs.

\$145.00 *Lionheart Press, Inc.*

## Optimization

Covers major topics in optimization: Optimization by sampling and inference, optimization by

experiment, including the use of response-surface experiments and orthogonal arrays; optimization by mathematical programming, more. Special topics study queues and simulated queuing systems, inventory problems; optimizing financial portfolios. General purpose optimization program OPTIMIZE allows optimizing user-defined function; SIMULATE provides the response of a user-defined function to random inputs. \$145.00

*Lionheart Press, Inc.*

## Project Planner (PERT&CPM)

Handles job scheduling and optimum assignments. Major project planning based on the PERT and Critical Path Analysis techniques. Programs are activity-oriented (user must prepare the network of activities). PERT produces the critical path and probability of finishing on time. CRITPATH produces the critical path, then provides a report on all non-critical activities—latest starting times, earliest finishing times, etc. PLANNER is a full-featured project management program. \$145.00

*Lionheart Press, Inc.*

## Regression

Comprised of procedures based on the least squares technique. Program set includes simple linear regression, four multilinear regression programs, ridge regression, and regression using orthogonal polynomials. Provides a Durbin-Watson program to study the statistical quality control and all information related to chart preparation. Includes large section on the analysis of variance and experiment design. Topics and software cover traditional and more sophisticated quality control methods.

\$125.00 *Lionheart Press, Inc.*

## The Engineer's Toolbox-Volume 1, Graphic Tools

Volume 1, Graphing tool of the Engineer's Toolbox is a bundled software package composed of the The Aplot Library, ConvertAplot, and GenAplot. See other Engineer's Toolbox's. \$99.95

*Advanced Creations Incorporated*

## ◆ TELECOMMUNICATIONS ◆

### A-Talk III

For communications and terminal emulation on the Amiga. Includes X, Y, and ZMODEM, KERMIT and ASCII protocols. Script language with over 40 commands, unattended mode, 60 entry phone directory, quick menu for global selections, 2, 4, 8, color support.

\$99.95 *OXXI, Inc.*

### AMIC Sportster Pack

Total communications package includes AMIC Term, membership to AMIC 2000, USR Robotic 2400 baud modem, and a Tyme Net telecommunications access package.

\$289.95 *Amic Development Corp.*

### AMIC Term

Fast communications software for the Amiga. Includes AMIC-Talk, all emulations, all protocols. \$99.95

*Amic Development Corp.*

## Amigaterm

Sophisticated emulation and telecommunications package that is easy to use. Select up to 130 columns to be displayed on screen. Pull down windows make operations simple. This package supports X-modem and CompuServe B protocols. \$49.95

*Commodore Business Machines*

## ANSIED

Create a full screen (22 lines, 80 characters) of Standard ANSI text / graphics in any mix of colors and styles. Fast menu bar provides access to color palette, normal, freehand, box filled/unfilled drawing modes, and text style/color status. Options to compress files, store icons, filter ANSI codes, and store IBM compatible format files. If you operate an Amiga BBS, regardless of the equipment, you should be using ANSIED to create your ANSI displays. \$20.00

*Commodore Business Machines*

## Atredes BBS

Advanced bulletin board for the Amiga. Can use most standard drawing functions over the modem (including IFF brushes, freehand, line mode, boxes fill modes, flood fill, etc.). Program limited only by the size of your system. 255 access levels, full text parser, hot keys, personal file transfers, and support for the new SkyPix™ protocol. Includes Skypaint. \$149.99

*Incognito Software*

## Atredes SkyPaint

Paint program allows the user to design complex graphics for real time modem display. Supports most standard drawing functions including IFF brush transfers and 4 bit-plane graphics.

\$49.99 *Incognito Software*

## Atredes Terminal

Powerful terminal with SkyPix support. On-line mouse/joystick control. Will receive IFF brushes, sound, and SkyPix functions, in real time over the modem. Supports most popular protocols.

\$49.99 *Incognito Software*

## Baud Bandit

User-friendly telecommunications software. Clipboard support, macros, programmable function keys and full AREXX support.

\$49.95 *Progressive Peripherals & Software*

## BBS-PCI

An electronic bulletin board system that gives the user full control over the menus and operation. Featuring sixteen user-definable sections, private e-mail and total data security, BBS-PCI is the standard. \$149.95

*Micro-Systems Software*

## Custom - BBS!

BBS system for the Amiga with optional dating system, business questionnaire, and long file descriptions. \$100.00

*Celestial Data Systems*

## Dr. TermPro

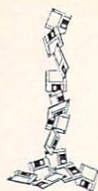
Powerful telecommunications software with main frame emulations and protocols.

\$79.95 *Progressive Peripherals & Software*

## LuCypher 1

Fast file encryption package with convenient Workbench interface for general file security and





## MISCELLANEOUS SOFTWARE

telecommunications security. Employs rotor-simulation algorithm with 16-character key for high speed and solid cryptographic security. Upgradable to LyCypher 2. (\$2.00 shipping)

\$49.95 MegageM

*please see display ad page 29*

### LuCypher 2

Complete RSA public key cryptographic system based on prime numbers up to 300 digits long. Fast, efficient implementation for the Amiga. Ideal as key management upgrade to LyCypher 1. Includes LuCypher 1. For sale in the USA and Canada only. State of the art telecommunications security. (\$2.00 shipping) \$199.95 MegageM

*please see display ad page 29*

### MiddleMan

Fast and accurate VT100 emulation. Supports numeric keypad, graphics character set, local file printing, text file transfer, and more.

\$59.95 Benalab Computer Products, Inc.

### MiddleMan II

Tektronix 4105 color graphics terminal emulator. Supports four screen resolution modes, up to 32 colors, and VT100 emulation. \$149.95

Benalab Computer Products, Inc.

### Online Platinum Edition

Incorporates all the features listed under The Works! Telecommunications Module. Includes new Research and Development Division design named Sadie!, a two way file transfer and chat protocol that lets you download and upload simultaneously. \$99.95 Micro-Systems Software

### Paragon BBS-V2.0

Paragon is a very powerful BBS program offering everything a Sysop could want, featuring multi-line capability, a Z modem which supports resume and batch, on-line programs (doors), menu compilation, FidoNet networking, locked baud rates, and much more. \$165.00

Inner Circle Software

### ProtoCall

Fully-featured telecommunication package designed to utilize all the power of the Amiga. \$49.95 Data Solutions

### SKTerm

Communication package with many features.

\$49.95 SKE Software Company

### TeleTutor

An interactive telecommunications tutorial. Learn everything you need to know about telecommunications in one comprehensive tutorial. Includes a terminal program and BBS listing to get you started. Has a simulated BBS to give you the feel of the real thing before logging on. \$29.95 Micro Momentum, Inc.

### term2200

Emulates the Tandberg 2200 terminal, commonly used with Norsk Data minicomputers. It displays Norwegian, Swedish, German, and English characters, and the <esc>N and <esc>O character sets. Baud rates up to 9,600 are supported. Push keys, F keys, and many of the 2200's special function keys, such as COPY, EDIT, MARK, and

PRINT are supported. PC/Link and XMODEM file transfer is supported, as well as the auxiliary printer. This product functions properly with NOTIS-WP, NOTIS-ID, and User Environment.

\$125.00 Venn Software Ltd.

### term6312

Emulates the Concurrent (Perkin-Elmer) 6312, 1251, and 1200 terminals. All functions required by Reliance R08, MEDIT, and LEX are supported. It supports blinking, underlined, low intensity, and non-display fields. The status line, 32 function keys, and audible beep are available. Baud rates from 300 to 9,600 are supported. The auxiliary printer is supported. \$150.00

Venn Software Ltd.

### VTX On-Line

State of the art graphics communication program offers on-line help with pages referenced to the manual, scripting with automatic generation, clipboard compatible capture buffer, mouse or menu interface. Supports CompuServe GIF raster graphics with HAM mode support for 256 colors. Protocols include ASCII, Xmodem, Xmodem-1K, Ymodem, Kermit, and more. \$79.95

MichTron/Microdeal

## ♦ TUTORIALS ♦

### Amiga Digest Video Series, Tape One: 'Mastering Workbench and CLI'

A 60 minute introduction to the Workbench and CLI environments. Included FREE is a brief CLI command summary and 3.5 inch disk loaded with software that helps the user make the most of the Amiga operating system. MasterCard, VISA, check, MO. Grass Roots Video Productions

*please see display ad page 150*

### Amiga Digest Video Series, Tape Two: 'Desktop Publishing with PageStream'

A 120 minute overview of PageStream. Walks the user through two complete projects (newsletter and ad). Included FREE is keyboard equivalent command summary and 3.5 inch disk filled with fonts, clip art, and documents used in tutorial. Price includes UPS shipping. MC, VISA, check, MO. Grass Roots Video Productions

*please see display ad page 150*

### AmiKit

Introduction to the Workbench and CLI. The AmiKit includes hands-on step-by-step instructions, an informative book to start using Workbench and CLI. The CLI section of the book is divided into two chapters: Introduction to the CLI and the most useful, CLI Commands, which includes examples on the new 1.3 Workbench. Also introduces the modem to access bulletin boards which offer free downloadable public domain software. Package also includes a list of books and magazines that are of interest to beginners and advanced users. Includes 3 disks—two public domain programs, and the latest official version of Workbench. \$39.95 Vega Technologies

### DeluxeHelp for AmigaDOS

On-line interactive tutorial runs with AmigaDOS. RGB Video Creations

### Mastering CLI and the SHELL

Interactive tutor. Allows user to type in commands with various options. Shows results and explains them in detail. New users will be using CLI from the start. Uses the common commands extensively to familiarize new user with CLI environment. Also includes The Assistant, a memory resident reference of 21 most commonly used commands to provide quick on-line help. New version: 2.5 features full AmigaDOS 1.3 and SHELL coverage. Over 250 pages of tutorials-interactive instruction. 1000 plus typed in examples, diagrams, numerous ready to run script files. Expanded on-line help, and examples. Hard disk installation routines, and more. \$39.95 Graphic Expressions

## ♦ WEATHER ♦

### DataConnect

Provides telecommunications or satellite access to your choice of on-line weather data bases. Accu-Weather, WSI (Weather Services International) and weather Bank. DataConnect can download either satellite pictures, radar, or weather-related text. As the system accesses weather data from all of these sources, it simultaneously generates the desired weather graphics. All images are broadcast-quality. Medium and severe overscan are supported. \$495.00 WeatherConnect, Inc.

### Station Manager Weather-Link

Lets the meteorologist download weather Accu-Weather's Accu-Graphics™. \$295.00 ACS Software

### The Weather Connection

Television weather graphics turnkey workstation, designed by meteorologists. Price unavailable. WeatherConnect, Inc.

## ♦ WEAVING ♦

### Weave-It

Weaving program with 6 grid sizes, any 6 colors at one time, 12 harnessers, 14 treadles. Modify drawdown or design colors anytime. Change threading, tie-up or treadling anytime. Compatible with other Amiga graphics software. Saves in IFF format. \$74.95 Joyce I. Peck

### Weave-It Plus

All the features of Weave-It with the utility programs Fibre-Facts and Calculate-It. Both utility programs fully use the Amiga interface, do point and click calculations, convert standard measures to metric, and print calculations to any Amiga Preferences printer. \$89.95 Joyce I. Peck



# ACCELERATORS



## ◆ GENERAL ◆

### 01H 500

16MHz 68020 accelerator for the A500.

\$549.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### 02H 500

16MHz 68020 accelerator for the A500. Includes

16MHz 68881 math coprocessor. \$698.00

*IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### 03H 500

16MHz 68020 accelerator for the A500. Includes

16MHz 68881 math coprocessor, and 1MB RAM.

\$998.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### 04H2800

25MHz 68030 accelerator for the A2000. \$1195.00

*IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### 05H2800

25MHz 68030 accelerator for the A2000. Includes

25MHz 68882 math coprocessor. \$1595.00

*IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### 06H2800

25MHz 68030 accelerator for the A2000. Includes

25MHz 68882 math coprocessor and 2MB RAM.

\$2195.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### 07H2000

16MHz accelerator for the A2000. \$498.00

*IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### A2620/2 2Meg

68020 accelerator board for the A2000. Has built-

in math coprocessor and 2MB 32-bit RAM.

\$1495.00 *Commodore Business Machines*

### A2620/4 4Meg

A 68020 accelerator board for the A2000. Has

built-in math co-processor and 4MB 32-bit RAM.

\$2799.00 *Commodore Business Machines*

### A2630

A Motorola 68030-based accelerator board for

the A2000 series computers which features a

25MHz MC68030 microprocessor, a 25MHz

MC68882 math coprocessor and a 68851 memory

management unit. Comes standard with 2MB of

32-bit memory, is expandable up to 4MB, and

provides the professional Amiga user with a

dramatic performance increase for math-

intensive applications such as 3-D solid

modelling or visualizations. \$2195.00

*Commodore Business Machines*

### Animate Turbo Board I - III

ATB 1 is a standard accelerator board is a

replacement for the MC68000 processor. On

board you have the 68020 and the 68881 or 68882

processors giving you turbo power. ATB II can

switch between the 68020 and the 68000

processor. That gives a total of three processors

on one board. Useful for those who are using

some of the few programs that refuse to run with

the 68020, or want to play games at normal

speed. ATB III fits into the A2000 MMU slot and

is the first board for the Amiga that comes with

the option for up to 1MB of 32-bit static RAM on-

board. With 68020 and 16MHz 68881. \$459.00

and up. *Advanced Computer Design*

### CPU-992 1

4MHz CPU accelerator board without

processors. For the A2000. \$695.00

*CSA/Computer System Assoc.*

### CPU-992-XX

Modification to the CPU-992 for 16, 20, or 25MHz

68881/2 coprocessor. \$95.00

*CSA/Computer System Assoc.*

### DragStrip™ A2000 RAM Accelerator

Lets you take advantage of faster processor

boards without the high cost of 32-bit RAM. Gives

you the speed of 32-bit memory at 16-bit DRAM prices. Fast screen updates and hard drive accesses; up to 16MB of memory at almost half the cost of other 32-bit RAM boards. Requires no dynamic memory chips. Uses off-the-shelf 16-bit DRAM boards. \$795.00

*CSA/Computer System Assoc.*

### FasTrack A1000 Accelerator

Efficient and economical upgrade for the A1000

and A500. Piggyback boards replace the 68000

processor with a 68020 and optional 68881 or

68882 running at up to 25MHz. Similar to CSA's

A2000 CPU, CSA's internal accelerator board is

easily installed and requires no modifications to

your Amiga. \$595.00

*CSA/Computer System Assoc.*

### FasTrack™ A2000 Accelerator

Hassle-free upgrade from 16/32-bit, 7MHz 68000

to 68020 full 32-bit processor at 14 MHz. Fits into

A2000's CPU slot or the A1000 expansion chassis.

Does not require removal of your Amiga's

processor and lets you disable the 68020 and re-

select 68000. Easy installation; no modifications

required. Fully compatible with standard Amiga

software and Commodore hardware. \$995.00

*CSA/Computer System Assoc.*

### HURRICANE 2000

Accelerator board for the Amiga 2000. Using

68020/16MHz processor, optional 68881/16MHz

coprocessor. Can be combined with memory

board M2000 which is upgradable with RAM up

to 16MB. \$399.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### HURRICANE 2800

Accelerator board for the Amiga 2000. Including

68030/25MHz clocked at 28MHz. Coprocessor

68882/25 optional SCSI controller on board.

Asynchronous design. Can be combined with

memory board M2000 which is upgradable with

RAM up to 16MB. \$850.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*





# ACCELERATORS

## HURRICANE 2800 'Package 1'

Accelerator board for the Amiga 2000. Including 68030/25MHz processor and 68882/25 coprocessor and 2MB of fast RAM. SCSI controller on board. Asynchronous design. Can be combined with memory board M2000 which is upgradable with RAM up to 16MB. \$2199.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

## HURRICANE 2800 'Package 2'

Accelerator board for the Amiga 2000. Including 68030/25MHz processor and 68882/25 coprocessor and 4MB of fast RAM. SCSI controller on board. Asynchronous design. Can be combined with memory board M2000 which is upgradable with RAM up to 16MB. \$2399.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

## HURRICANE 2850 50MHz

Accelerator board for the Amiga 2000. Using 68030/50MHz, optional 68882/50MHz coprocessor. SCSI controller on board. Asynchronous design. Can be combined with memory board M2000 which is upgradable with RAM up to 16MB. Call for price. *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

## HURRICANE 500

Accelerator board for the Amiga 500 and the Amiga 2000. User upgradable with RAM memory up to 4MB. Uses the 68020/16MHz processor, optional 68881/16 coprocessor which can be clocked up to 33MHz. DRAM controller on board. \$490.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

## HURRICANE 500 'Package'

Accelerator board for the Amiga 500 and the Amiga 2000. Includes the 68020/16MHz processor and 68881/16. DRAM controller and 1MB of 32-bit fast RAM. \$790.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

## Impact A2000-030/16

An internal processor/accelerator board for the A2000 includes: 16MHz 68030 microprocessor with built-in MMU, math coprocessor socket. All GVP accelerator

boards use a unique asynchronous design. \$849.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A2000-030/28

An internal processor/accelerator board for the A2000 includes: 28MHz 68030 microprocessor with built-in MMU, math coprocessor socket. All GVP accelerator boards use a unique asynchronous design. \$999.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A2000-030/882/16

An internal processor/accelerator board for the A2000 includes: 16MHz 68030 microprocessor with built-in MMU and a 16MHz 68882 floating-point math coprocessor. All GVP accelerator boards use a unique asynchronous design. \$1049.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A2000-030/882/28

An internal processor/accelerator board for the A2000 includes: 28MHz 68030 microprocessor with built-in MMU and a 28MHz 68882 floating-point math coprocessor. All GVP accelerator boards use a unique asynchronous design. \$1425.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3001-4MB/0

## Impact A3001-4MB/40Q

## Impact A3001-4MB/80Q

This money-saving bundle includes the 28MHz 68030 board with a 28MHz 68882 floating-point math coprocessor, 4meg of 32-bit wide RAM (connected directly via a 32-bit bus) and an autobooting SCSI hard drive controller. Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00. 0/\$2299.00, 40Q/\$2799.00, 80Q/\$3199.00

*Great Valley Products*

*please see display ad inside front cover*

## Impact A3033-4MB/0

## Impact A3033-4MB/40Q

## Impact A3033-4MB/80Q

This money-saving bundle includes the

28MHz 68030 board with a 33MHz 68882 floating-point math coprocessor, 4meg of 32-bit wide RAM (connected directly via a 32-bit bus) and an autobooting SCSI hard drive controller. Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00. 0/\$3199.00, 40Q/\$3699.00, 80Q/\$3999.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3050-4MB/0

## Impact A3050-4MB/40Q

## Impact A3050-4MB/80Q

This money-saving bundle includes the 28MHz 68030 board with a 50MHz 68882 floating-point math coprocessor, 4meg of 32-bit wide RAM (connected directly via a 32-bit bus) and an autobooting SCSI hard drive controller. Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00. 0/\$4399.00, 40Q/\$4899.00, 80Q/\$5199.00 *Great Valley Products*  
*please see display ad inside front cover*

## Optimizer

Multiple function card provides 14.32MHz 68000 CPU, 68881 math coprocessor, 1MB memory expansion (0MB installed) with fast access to the system ROM routines via FAST BUS<sup>SM</sup>. *Synergy Peripheral Systems*

## Over 030<sup>TM</sup>

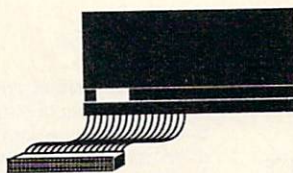
Upgrade For the FastTrack A2000. Twice the processing power of the on-board Memory Management Unit eliminates need for external 68851 MMU for UNIX<sup>TM</sup>, X-Windows, and other networking environments. Includes both instruction and data cache. Harvard Parallel allows instructions and data to be processed simultaneously. \$1190.00 *CSA/Computer System Assc.*

## PFM-1146CA

68030 board for the CPU-992 without processor. \$495.00 *CSA/Computer System Assc.*



# DRIVES



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## ♦ EXTERNAL FLOPPY DRIVES ♦

### 3 1/2 Slimline Drive

3.5-inch floppy disk drive. Slimline design only 1-inch high. Has 26-inch cable for easy positioning. Has through port for connecting additional drives. \$139.95 *Datel Computers*

### A1010 3.5 Floppy

Your expanding business and personal needs demand extra versatility and increased productivity. Add the A1010 to your system as an additional external drive and enjoy increased storage. With the internal drive, the A1010 will support a business environment with greater capacity and fast back-up. \$299.95 *Commodore Business Machines*

### A1020 5.25-inch External Drive

5.25-inch external floppy drive with 360K formatted capacity. When used with AmigaTrans-former™, it also allows file copy from 5.25-inch to 3.5-inch format. \$399.95 *Commodore Business Machines*

### AE 3.5 Drive

A high-density, 3.5-inch external disk drive compatible with all Amigas. Supports both standard 880K and high density disks. Electronic disk ejection. Housed in a thick, high impact, Amiga-beige ABS case, the drive incorporates the finest Sony drive mechanism available. 1-year warranty. \$189.00 *Applied Engineering*

### Air A1010

External 880K disk drive with on/off switch and pass-through. \$199.00 *Advanced Integration Research*

### CA-880

Features pass-through, power disable switch, low power consumption, and 880K capacity. \$229.95 *California Access*

### CA-880 3.5 Floppy Disk Drive

Small, quiet disk drive supports all Amiga models, formats 3.5-inch double-sided, double-density diskettes for up to 880K of storage. Fully compatible with A1010 disk drives. Only 1.12-inches high, low power consumption (1.5W) for read/write operation. Provides comprehensive protection for diskettes and includes high-precision stepper motor and low-friction steel belt for quiet operation. \$229.95 *California Access*

### CA•880SL

The smallest external disk drive available for the Amiga! Measuring only 7.25 inch x 4 inch x .75 inch (l x w x h), the CA•880SL offers all the reliability and efficiency of the standard CA•880SL has a unbelievably small package. Fully compatible with the A1010 drives, the CA•880SL has a formatted capacity of 880K while consuming only 1.5 W for read/write operations. Includes pass through for daisy-chaining. What's more, there's no annoying clicking sound when no disk is in the drive. *California Access*

### Enhanced TwinDrive

Two 3.5-inch external floppies in one slimline case. On/off switch for each drive. Silent when diskettes removed. Low power. Whisper quiet operation. 12-month warranty. Pass-through connector. LED track display indicators for read and write activity. Virus protection hardware installed. Features are switch-deselectable. \$299.00 *M.A.S.T. Memory and Storage Technology, Inc.*

### Enhanced UniDrive

3.5-inch external floppy drive, on-off switch, low power consumption, whisper quiet operation, does not click when diskette is removed. 12-month warranty. Upgradable to Enhanced TwinDrive. Has LED track display for read and write activity. Has virus protection hardware installed. Features are switch-deselectable. Pass-through connector. \$179.00 *M.A.S.T. Memory and Storage Technology, Inc.*

### Ext. 3.5 Drive

Introducing the new external 3.5-inch drive, fully compatible with the A500 and A2000. \$125.00 *Kinson Products Corporation*

### Master 3A

Amiga-compatible floppy disk drive, fully com-

patible with all Amiga computers. Smaller and slimmer than the A1010, full 1-year warranty, double-sided/double density 880K formatted capacity. \$189.00 *Konyo International, Inc.*

### Master-3A

100% Amiga-compatible, 3.5-inch disk drive. Extremely quiet operation, double-sided/double density 1 MB capacity. Durable metal case eliminates radio frequency interference and drive noise. Pass-through connector lets you easily add additional drives. 28 shielded input cable, spring loaded door, smaller slimmer design (4 x 1 1/4 x 9). Consumes less power. \$134.00 *Konyo International, Inc.*

### Single Drive

Compact, low-wattage single external drive with pass-through. With 24-inch cable. \$139.99 *Comp-U-Save*

### The Master-3A

Significantly smaller and slimmer than the A1010, The Master 3A comes with a 27-inch cable and is covered by a 1-year warranty. Low power consumption and a pass-through allow daisy-chaining of the drives. \$159.00 *Surfside Components Int.*

### TwinDrive

Two 3.5-inch external floppies in one slimline case. On/off switch for each drive. Silent when diskettes removed. Low power. Whisper quiet operation. 12-month warranty. Pass-through connector. Upgradable to Enhanced TwinDrive. \$269.00 *M.A.S.T. Memory and Storage Technology, Inc.*

### UniDrive

3.5-inch external floppy drive, on-off switch, low power consumption, whisper-quiet operation, does not click when diskette is removed. 12-month warranty. Upgradable to Enhanced UniDrive or TwinDrive. \$139.00 *M.A.S.T. Memory and Storage Technology, Inc.*

## ♦ FLOPPY DRIVE ACCESSORIES ♦

### ECE Alignment Kit

Aligns Amiga 3.5 disk drives. Uses Analog Alignment Disk. ECE program disk contains graphic representations of signals on the Alignment disk. Includes board and cable, manual, more. Uses mouse or keyboard. (Function key template included.) \$175.00 *ECE Research & Development*





# DRIVES

## ♦ HARD DRIVES/COMPLETE ♦

### CI Hard Pro™ Drives

External hard disk drives. Each drive comes pre-formatted with ten megabytes of public domain software on it. Each drive also has a high-quality power control center:

Hard Pro 20™MB	\$ 799.00
Hard Pro 30™MB	899.00
Hard Pro 46™MB	999.00
Hard Pro 60™MB	1199.00
Hard Pro 80™MB	1299.00
Hard Pro 100™MB	1599.00
Hard Pro 150™MB	2399.00
Hard Pro 180™MB	2599.00
Hard Pro 200™MB	2799.00
Hard Pro 300™MB	3899.00
Hard Pro 600™MB	5299.00
Hard Pro 1200™MB	9999.00

Coruyn International

### DHA

Fast DMA internal hard drives.

20MB	\$595.00
40MB	795.00
80MB	1095.00

CSA/Computer Systems Assc.

### FIP 20

DMA hard drive system for the A1000. Custom silicon provides 1-to-1 sector interleaving, on-board sector buffers, and a highly optimized instruction set. The system can control up to 4 ST 506/412 drives. FCC Class B approved. \$995.00 Pre'spect Technics Inc.

### FileRunner™ Cards

Internal hard drive systems for the A2XXX family. Each system comes complete with a 3.5-inch hard drive and controller. Can control up to 7 additional SCSI drives:

20MB RLL	\$525.00
30MB RLL	621.00
40MB RLL	730.00
63MB RLL	942.00

Pre'spect Technics Inc.

### Filerunner™ Changeable Disk external

Internal SCSI changeable subsystem for any Amiga with SCSI controller (A520). Fits neatly under the monitor. 28ms/44MB. Pre'spect Technics Inc.

### Filerunner™ Changeable Disk internal

Internal SCSI changeable subsystem for Amiga 2000/2500. Uses ALF 2 Backup, the fastest backup system. 28ms/44MB. Pre'spect Technics Inc.

### Fireball A2000 SCSI Controller

The Fireball transfers data at above 650K bytes per second sustained. The superfast transfer rates are independent of the number of tasks operating, which is impossible all non-DMA controllers. While Fireball is moving data to and from the hard disk at high speed, the CPU is given plenty of bandwidth to continue multitasking. Fireball

automatically slows down when accessing CHIP RAM, to prevent any problems with overscan. It is also compatible with the SYQUEST removable drive. Available in 20MB, 45MB, 90MB, 105MB, 136MB, and 182MB and the prices range from \$549.00 to \$1,199.00. The Fireball DMA SCSI is priced at \$149.00.

M.A.S.T. Memory and Storage Technology, Inc.

### Hard Drive 20Mb+

Hard drives for the Amiga with memory expansion slot. 20MB and up. 20MB with expansion. \$695.00 Comp-U-Save

### Tiny Tiger

External hard drives for the entire Amiga family. Connected via the parallel interface, these drives offer a transfer rate of 500K per second. Every drive is shipped with Ultra DOS™ by Free Spirit Software, Inc. 18-month warranty (except 12-month warranty on 30MB drive).

30MB (40 ms)	\$ 599.00
45MB	729.00
90MB (18 ms)	1199.00
136MB	1499.00
182MB	1749.00

M.A.S.T. Memory and Storage Technology, Inc.

### Tiny Tiger II

The Tiny Tiger II is the only fully portable hard drive system on the Amiga market. It plugs into the parallel port, using M.A.S.T.'s unique parallel port SCSI interface in a cable. This gives the user flexibility to use either the parallel port, or any standard bus-based SCSI controller on the market. Tiny Tiger II may be used stand-alone, or daisy-chained to existing systems. By building the SCSI controller outside of the base unit, the Tiny Tiger II is also able to be used on the Mac and IBM. Available in 20MB, 45MB, 90MB, 105MB, and 136MB to 182MB. Prices range from \$499.00 to \$1299.00.

M.A.S.T. Memory and Storage Technology, Inc.

### ToolBox 32MB

Hard drive uses the ToolBox A2000 hard drive interface with ST138N Seagate drive. \$749.95 Expansion Technologies

### ToolBox 48MB

Hard drive uses the ToolBox A2000 hard drive interface with ST157N Seagate drive. \$799.95 Expansion Technologies

## ♦ HARD DRIVES/DRIVES ONLY ♦

### ESDI Model 1350

Compatible with the Commodore host/controller, C-LTD host/controller, and others. Model 1350. Capacity 85-170MB 23 m/sec. \$1490.00-\$1690.00 Micropolis Corporation

### ESDI Model 1558-15

Compatible with the Commodore, host/controller, C-LTD host/controller, and others. Model 1558-15. Capacity 382MB, 18 m/sec. \$2820.00 Micropolis Corporation

### ESDI Model 1650

Compatible with the Commodore host/controller, C-LTD host/controller, and others. Model 1650. Capacity 104-182MB, 16 m/sec. \$1695.00 Micropolis Corporation

### Quantum Prodrives

AT-type drives. 19/11ms.

40S/40AT (40MB)	\$ 599.00
80S/80AT (80MB)	1049.00
100S (100MB)	1199.00

Great Valley Products

please see display ad inside front cover

### SCSI Model 1370

Compatible with the Commodore host/controller, C-LTD host/controller, and others. Model 1370. Capacity 85-170MB, 23 m/sec. \$1670.00-\$1875.00 Micropolis Corporation

### SCSI Model 1578-15

Compatible with the Commodore host/controller, C-LTD host/controller, and others. Model 1578-15. Capacity 382MB, 18 m/sec. \$2820.00 Micropolis Corporation

### SCSI Model 1670

Compatible with the Commodore host/controller, C-LTD host/controller, and others. Model 1670. Capacity 104-182MB, 16 m/sec. \$1695.00 Micropolis Corporation

### SD Drives

Hard disk drives for the Amiga.

SD 20 MB	\$1399 Canadian
SD 40 MB	1765 Canadian
SD 60 MB	1825 Canadian

Comspec Communications

### SSD 20

The SSD 20 is an external hard drive subsystem utilizing the SSD chassis and a 20MB 5.25 half-height drive featuring 65 m/sec. average access time. Shipped with all necessary cables, fully formatted and tested. SCSI host adaptor required (SA500, SA1000, or SA2000 recommended). \$1437.00 Comspec Communications

### SSD 40

The SSD 40 is an external hard drive subsystem utilizing the SSD chassis and a 40MB 5.25 half-height drive featuring 65 m/sec. average access time. Shipped with all necessary cables, fully formatted and tested. SCSI host adaptor required (SA500, SA1000, or SA2000 recommended). \$1735.00 Comspec Communications

### ST-506 Model 1320

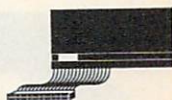
Compatible with the Commodore host/controller, C-LTD host/controller, and others. Model 1320. Capacity 42-85MB, 28 m/sec. \$799.00-\$1180.00 Micropolis Corporation

### ST125N-0

An ST125N 3.5-inch hard drive. 20 MB/40ms. \$395.00 Great Valley Products  
please see display ad inside front cover



# DRIVES



## ST138N-1

An ST138N 3.5-inch hard drive. 30MB/28ms.  
\$449.00 *Great Valley Products*  
*please see display ad inside front cover*

## ST157N-1

An ST157N 3.5-inch hard drive. 46MB/28ms.  
\$499.00 *Great Valley Products*

## ♦ HARD DRIVES/COMPLETE WITH AUTOBOOT CAPABILITY ♦

### FastCard Jr.

Card features Xetec's DMAx™ hardware, auto-boot ROM, autoconfig circuitry. Macintosh-compatible 25-pin SCSI external connector, internal 50-pin SCSI connector. FastTrak disk with utilities manual and Seagate 125N.  
\$599.95 *Xetec, Inc*

### FastCard Q40

Same as FastCard Jr. except drive is a Quantum ProDrive 40S with 19 ms access. 42MB formatted capacity, and 64 cache buffer. Order# FC20-040  
\$999.95 *Xetec, Inc*

### FastCard Q80

Same as FastCard Q40 except drive is a Quantum ProDrive 80S with 19 ms access. 84MB formatted capacity, and 64 cache buffer. Order# FC20-080  
\$1399.95 *Xetec, Inc*

### FastTrak Jr.

This system includes SA-5 SCSI Host Adaptor with autoboot ROM. SH-20 enclosure. Seagate 125N drive with manual. FastTrak disk with utilities and shielded SCSI cable. Order #FT5-020  
\$699.95 *Xetec, Inc*

### FastTrak Jr.

System is the same as A500 except the Host Adaptor is model SA-10. For the A1000. Order# FT10-020  
\$699.95 *Xetec, Inc*

### FastTrak M150

System is the same as A500 except the Host Adaptor is model SA-10. Order #FT10-150  
\$2099.95 *Xetec, Inc*

### FastTrak Q40

System is the same as A500 except the Host Adaptor is model SA-10. For the A1000. Order #FT10-040  
\$1099.95 *Xetec, Inc*

### FastTrak Q40

This system includes SA-5 SCSI Host Adaptor with autoboot ROM. SH-40 enclosure with fan. Quantum ProDrive 40S with 19 ms access and 42MB formatted capacity plus 64K cache buffer, manual, FastTrak disk with utilities and shielded SCSI cable. For the A500. Order #FT5-040  
\$1099.95 *Xetec, Inc*

### FastTrak Q80

System is the same as A500 except the Host Adaptor is model SA-10. For the A1000. Order #FT10-080  
\$1499.95 *Xetec, Inc*

### FastTrak Q80

This system is the same as Q40 except drive is a Quantum ProDrive 80S with 19 ms access and 84 Meg formatted capacity plus 64K cache buffer. For the A500. Order #FT5-080  
\$1499.95 *Xetec, Inc*

### FileRunner™ Box Systems

External hard drive systems for use with the Amiga 500 or 1000. Each system comes complete and assembled in a flat case which fits under the monitor. Each case can accommodate a second drive for future expansion and each unit comes with a power supply large enough for the second drive. Available with and without autoboot (only for A500).

32MB	\$ 678.00	Autoboot	\$ 768.00
42MB	720.00	Autoboot	810.00
63MB	880.00	Autoboot	978.00
82MB	1415.00	Autoboot	1505.00
124MB	1568.00	Autoboot	1657.00

*Pre'spect Technics Inc.*

### FileRunner™ Box/Heavy Duty Systems

External hard drive systems for use with the Amiga 500 or 1000. Each system comes complete and assembled in a heavy-duty case with fan. The fan allows the systems to run for months without interruption. Each case can accommodate a second drive for future expansion and the units come with a power supply large enough for the second drive. Available with and without autoboot (only for A500).

32MB	\$ 698.00	Autoboot	\$ 788.00
42MB	740.00	Autoboot	830.00
63MB	900.00	Autoboot	998.00
82MB	1425.00	Autoboot	1525.00
124MB	1588.00	Autoboot	1677.00

*Pre'spect Technics Inc.*

### FileRunner™ Card Systems

Internal hard drive systems for the A2XXX family. Each system comes complete with a 3.5-inch hard drive and controller. Can control up to 6 additional SCSI drives. Autobooting.

40MB SCSI (Quantum drive)	\$1057.00
90MB SCSI	1380.00
135MB SCSI	1657.00

*Pre'spect Technics Inc.*

### FileRunner™ Card Systems

An internal hard drive system for the A2XXX family. Each system comes complete with a 3.5-inch hard drive and controller. Can control up to 7 additional SCSI drives. Autobooting.

30MB RLL	\$ 730.00
40MB RLL	889.00
63MB RLL	994.00
180MB SCSI	1889.00

*Pre'spect Technics Inc.*

### Fireball Hard Cards

A2000 SCSI Controllers and Drives. True DMA. Burst mode, shared mode, throttle mode, high-speed sustained data transfer rates. Autoboot may be switch deselected. Compatible with overscan mode. Hard drive is super fast with 64K RAM cache. Optional 1- to 5-year warranty.

30MB	\$ 609.00
45MB	739.00
90MB	1209.00
136MB	1509.00
182MB	1759.00

*M.A.S.T. Memory and Storage Technology, Inc.*

### Hard Card 2000

New low-priced Imtronics 32 MB hard card for all A2000 models. Just like the A500 hard drives from Imtronics, the Hard Card 2000 combines performance with technical design, which prevents you from any DMA trouble. Capable of full autoboot under Kickstart 1.3, the HC 2000 comes to you tested and formatted. \$649.00  
*IMTRONICS, Inc.*

### Hard Disk Plus-20

Hard disk for the A500, includes SCSI host/controller, 20MB hard drive. Supports up to 14 drives. Optional 2MB RAM expansion available. Supports auto-boot, fast filing system, and includes hard disk utilities including partition and backup programs. \$749.95  
*Synergy Peripheral Systems*

### Hard Disk Plus-30

Hard disk drive for A500, includes SCSI host/controller. 30MB hard drive. Supports up to 14 drives. Optional 2MB RAM expansion available. Supports autoboot, fast filing system and includes hard disk utilities including partition and backup programs. \$899.95  
*Synergy Peripheral Systems*

### Hard Drive 500

A brand new fast, but low-priced, hard disk solution for the A500. Totally autobooting under Kickstart 1.3 from a Fast File System partition, it offers you 32MB of storage capacity at a reasonable price. The full metal case is nicely Amiga-shaped and colored. The HD 500 prevents you from any DMA trouble and comes fully tested and formatted. \$698.00 *IMTRONICS, Inc.*

### Impact A2000-HC/100Q

Amiga 2000 Hard-Card 100Q is an autobooting, DMA controller, SCSI hard card. Comes with 100MB Quantum SCSI (19/11ms avg. access) drive premounted on card. \$1199.00  
*Great Valley Products*  
*please see display ad inside front cover*

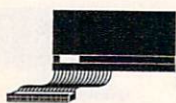
### Impact A2000-HC/20

Amiga 2000 Hard-Card 20 is an autobooting, DMA controller, SCSI hard card. Comes with 20MB drive premounted on card. \$599.00  
*Great Valley Products*  
*please see display ad inside front cover*

### Impact A2000-HC/30

Amiga 2000 Hard-Card 30 is an autobooting, DMA controller, SCSI hard card. Comes with 30MB drive premounted on card. \$605.00  
*Great Valley Products*  
*please see display ad inside front cover*





# DRIVES

## Impact A2000-HC/40Q

Amiga 2000 Hard-Card 40Q is an autobooting, DMA controller, SCSI hard card. Comes with 40MB Quantum SCSI (19/11ms avg. access) drive premounted on card. \$749.00

*Great Valley Products*

*please see display ad inside front cover*

## Impact A2000-HC/45

Amiga 2000 Hard-Card 45 is an autobooting, DMA controller, SCSI hard card. Comes with 45MB drive premounted on card.

\$699.00 *Great Valley Products*

*please see display ad inside front cover*

## Impact A2000-HC/80Q

Amiga 2000 Hard-Card 80Q is an autobooting, DMA controller, SCSI hard card. Comes with 80MB Quantum SCSI (19/11ms avg. access) drive premounted on card. \$1099.00

*Great Valley Products*

*please see display ad inside front cover*

## OverDrive Hard Cards

Autoboot DMA (Direct Memory Access) SCSI hard cards. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included.

20MB system	\$ 575.00
32MB system	619.00
47MB system	649.00
62MB system	749.00
82MB system	849.00
100MB system	1199.00
130MB system	1249.00

*Pacific Peripherals*

## Supra Drives for A500

Each hard drive system includes complete utility software for formatting drive and editing low-level system info, SCSI expansion port, Amiga bus pass-through, RAM expansion, autoboot ROM, and CLImate. Autoboots from FFS partitions. Compatible with RAM, digitizers, and most boards. Supports up to 30 partitions. Includes Supra SCSI interface with ByteSync™ and a clear, thorough manual of hard disk hints and tips.

20MB	\$ 549.00
30MB	699.00
40MB Quantum	849.00
80MB Quantum	1095.00

*Supra Corporation*

## Supra Drives for A1000

Each hard drive system includes SCSI expansion port, CLImate, complete utility software for formatting drive and editing low-level system info. Compatible with RAM, digitizers and most boards. Includes Supra SCSI interface, Amiga bus pass-through, battery backed-up clock and a clear, thorough manual of hard disk hints and tips.

20MB	\$ 649.00
30MB	799.00
40MB	949.00
80MB Quantum	1195.00

*Supra Corporation*

## Supra Drives for A2000

Each hard card system includes WordSync™ interface, autoboot ROM, SCSI expansion port, CLImate, complete utility software for formatting drive and editing low-level system info. Autoboots from FFS partitions. Compatible with Bridgeboard™ and most other boards. Supports up to 30 partitions including MS-DOS partitions (with Bridgeboard). Includes clear, thorough manual of hard disk hints and tips.

30MB	\$ 649.00
40MB Quantum ProDrive	749.00
80MB Quantum ProDrive	1049.00
105MB Quantum ProDrive	1199.00

*Supra Corporation*

## Synergy

Autobooting SCSI controllers and drives for the A500. Each system includes automatic installation software and utility to back up hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec controllers. Low profile injection molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional.

20MB system	\$ 679.00
32MB system	749.00
47MB system	799.00
62MB system	899.00
82MB system	999.00
134MB system	1449.00
162MB system	1599.00

*Pacific Peripherals*

## Vault HardDrives

20, 30, 40 and 65MB hard drives for the A500 and A1000. Intelligent cable interface allows use on either A500 or A1000. \$599.95 for 20MB version *Progressive Peripherals & Software*

## ◆ HARD DRIVES/COMPLETE WITH AUTOBOOT CAPABILITY/EXPANSION CAPABLE ◆

### A2091-40

The powerful A2091-40 is an autobooting 40MB SCSI hard drive controller which is now a standard part of the 2000HD™ and 2500/30. It is also available as a card for the 2000 family. It features the A2091 controller (see above) and a 40MB hard disk. \$899.00

*Commodore Business Machines*

### Hard Disk Plus

Custom hard disk drive for A500, includes host/controller, custom installation and checkout of a customer requested hard drive. Supports up to 14 drives. Optional 1 MB RAM expansion available. Supports autoboot, fast filing system and includes hard disk. Price determined by size.

*Synergy Peripheral Systems*

### Hard Drive 4000

The HD 4000 is the only A500 hard drive that

allows you to have up to 4MB of RAM and 32MB of hard disk capacity in a single slim-line, Amiga-shaped case. As all Imtronics drives, it is fully autobooting from a FFS partition when Kickstart 1.3 is used. It also offers you the possibility of upgrading to 8MB of RAM internally. \$849.00 *IMTRONICS, Inc.*

## Impact A500-HD/RAM Systems

The Impact A500+ hard drive/RAM add-on systems include a GVP external hard drive chassis, power supply, fan, autobooting SCSI controller, drive, and expansion sockets for up to 4MB RAM. Comes with 0K.

HD20M/RAM (20MB)	\$ 699.00
HD30M/RAM (30MB)	799.00
HD40Q/RAM (40MB Quantum)	999.00
HD45M/RAM (45MB)	925.00
HD80Q/RAM (80MB Quantum)	1349.00
HD100Q/RAM (100MB Quantum)	1549.00

*Great Valley Products*

*please see display ad inside front cover*

## Impact A2000-8/0 Prodrive 40S bundle

For the Amiga 2XXX series. An autobooting SCSI/RAM controller—can control up to 7 SCSI devices. Comes with 0K, can be configured up to 8K RAM (1MB x 8 SIMM modules 120ns). Comes bundled with a Quantum 40 MB/19ms hard drive. \$849.00 *Great Valley Products*

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## Impact A2000-8/0 Prodrive 80S bundle

For the Amiga 2XXX series. An autobooting SCSI/RAM controller—can control up to 7 SCSI devices. Comes with 0K, can be configured up to 8K RAM (1MB x 8 SIMM modules 120ns). Comes bundled with a Quantum 80 MB/19ms hard drive. \$1199.00 *Great Valley Products*

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## Impact A2000-8/0 Prodrive 100S bundle

For the Amiga 2XXX series. An autobooting SCSI/RAM controller—can control up to 7 SCSI devices. Comes with 0K, can be configured up to 8K RAM (1MB x 8 SIMM modules 120ns). Comes bundled with a Quantum 100 MB/19ms hard drive. \$1249.00 *Great Valley Products*

*please see display ad inside front cover*

## Impact A2000-8/0 ST138N bundle

For the Amiga 2XXX series. An autobooting SCSI/RAM controller—can control up to 7 SCSI devices. Comes with 0K, can be configured up to 8K RAM (1MB x 8 SIMM modules 120ns). Comes bundled with an ST 138N 30 MB/28 ms hard drive. \$749.00 *Great Valley Products*

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## Impact A2000-8/0 ST157N bundle

For the Amiga 2XXX series. An autobooting SCSI/RAM controller—can control up to 7 SCSI devices. Comes with 0K, can be configured up to 8K RAM (1MB x 8 SIMM modules 120ns). Comes bundled with an ST 157N 46MB/28 ms hard drive. \$799.00 *Great Valley Products*

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## Impact A2000-HC2-0/100Q

The Impact Hard Card Plus 0/100Q consists of a SCSI autoboot hard drive controller card with an 100MB Quantum (19/11ms), 3.5-inch drive mounted directly on the card. The card can also be configured for up to 2MB of standard 16-bit fast RAM memory. Comes with OK.  
\$1299.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A2000-HC2-0/20

The Impact Hard Card Plus 0/20 consists of a SCSI autoboot hard drive controller card with a 20MB, 3.5-inch drive mounted directly on the card. The card can also be configured for up to 2MB of standard 16-bit fast RAM memory. Comes with OK.  
\$659.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A2000-HC2-0/30

The Impact Hard Card Plus 0/30 consists of a SCSI autoboot hard drive controller card with a 30MB, 3.5-inch drive mounted directly on the card. The card can also be configured for up to 2MB of standard 16-bit fast RAM memory. Comes with OK.  
\$739.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A2000-HC2-0/40Q

The Impact Hard Card Plus 0/40Q consists of a SCSI autoboot hard drive controller card with a 40MB Quantum (19/11ms), 3.5-inch drive mounted directly on the card. The card can also be configured for up to 2MB of standard 16-bit fast RAM memory. Comes with OK.  
\$829.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A2000-HC2-0/45

The Impact Hard Card Plus 0/45 consists of a SCSI autoboot hard drive controller card with a 45MB, 3.5-inch drive mounted directly on the card. The card can also be configured for up to 2MB of standard 16-bit fast RAM memory. Comes with OK.  
\$799.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A2000-HC2-0/80Q

The Impact Hard Card Plus 0/80Q consists of a SCSI autoboot hard drive controller card with an 80MB Quantum (19/11ms), 3.5-inch drive mounted directly on the card. The card can also be configured for up to 2MB of standard 16-bit fast RAM memory. Comes with OK.  
\$1199.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3001-4MB/40Q

This money-saving bundle includes the 28MHz 68030 board with a 28MHz 68882 floating-point math coprocessor, 4MB of 32-bit wide RAM (connected directly via a 32-bit bus), an autobooting SCSI hard drive controller and a 40MB Quantum hard drive (19/11ms). Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00.  
\$2799.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3001-4MB/80Q

This money-saving bundle includes the 28MHz 68030 board with a 28MHz 68882 floating-point math coprocessor, 4MB of 32-bit wide RAM (connected directly via a 32-bit bus), an autobooting SCSI hard drive controller and an 80MB Quantum hard drive (19/11ms). Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00.  
\$3199.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3033-4MB/0

This money-saving bundle includes the 28MHz 68030 board with a 33MHz 68882 floating-point math coprocessor, 4MB of 32-bit wide RAM (connected directly via a 32-bit bus) and an autobooting SCSI hard drive controller. Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00.  
\$3199.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3033-4MB/40Q

This money-saving bundle includes the 28MHz 68030 board with a 33MHz 68882 floating-point math coprocessor, 4MB of 32-bit wide RAM (connected directly via a 32-bit bus), an autobooting SCSI hard drive controller and a 40MB Quantum hard drive (19/11ms). Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00.  
\$3699.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3033-4MB/80Q

This money-saving bundle includes the 28MHz 68030 board with a 33MHz 68882 floating-point math coprocessor, 4meg of 32-bit wide RAM (connected directly via a 32-bit bus), an autobooting SCSI hard drive controller and an 80MB Quantum hard drive (19/11ms). Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00.  
\$3999.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3050-4MB/0

This money-saving bundle includes the 28MHz 68030 board with a 50MHz 68882 floating-point math coprocessor, 4meg of 32-bit wide RAM (connected directly via a 32-bit bus) and an autobooting SCSI hard drive controller. Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00.  
\$4399.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3050-4MB/40Q

This money-saving bundle includes the 28MHz 68030 board with a 50MHz 68882 floating-point math coprocessor, 4meg of 32-bit wide RAM (connected directly via a 32-bit bus), an auto-

booting SCSI hard drive controller and a 40MB Quantum hard drive (19/11ms). Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00.  
\$4899.00 *Great Valley Products*  
*please see display ad inside front cover*

## Impact A3050-4MB/80Q

This money-saving bundle includes the 28MHz 68030 board with a 50MHz 68882 floating-point math coprocessor, 4meg of 32-bit wide RAM (connected directly via a 32-bit bus), an autobooting SCSI hard drive controller and an 80MB Quantum hard drive (19/11ms). Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00.  
\$5199.00 *Great Valley Products*  
*please see display ad inside front cover*

## ♦ HARD DRIVES/CONTROLLER ONLY ♦

### Kronos Hard Disk Controller for A2000, A1000, and A500

Fastest hard disk controller available from manufacturer features: 16 bit operation, static RAM caching, autobooting, superior data integrity, and 1 year parts and labor. Distributed by Southern Technology. *Micro-Dyn Inc.*

### The WEDGE

Affordable Amiga hard drive interface. The WEDGE allows you to use low-cost IBM hard drives on the A500 and A1000. Requires DTC 5150 or 5160 controller card. Comes complete with set-up software. Complete hard drive systems and component parts available.

A500 system	\$160.00
A1000 system	145.00

RSI

## ♦ HARD DRIVES/CONTROLLER ONLY WITH AUTOBOOT CAPABILITY ♦

### A2090A Hard Disk Controller

Provides the interface between the A2000 and 2 ST506-compatible hard disks and up to 7 SCSI compatible disk devices. High-level command interpretation and exceptional handling. Mac Plus hard disk compatible; full autoconfig capability; full size Amiga card; connectors for 2 ST506-compatible hard disks, \$399.95  
*Commodore Business Machines*

### FastCard less hard drive

Same features as FastCard Jr. except no drive is included. Order #FC20-000 Xetec, Inc.  
\$199.95 *Xetec, Inc*

### FastTrak System less hard drive

Same system as FastTrak Jr. less drive. For the A500. Order #FT5-000 \$399.95 *Xetec, Inc*





### Fireball

A2000 SCSI controller. True DMA. May be switch-disabled. Burst mode, shared mode, throttle mode. High-speed sustained data transfer rates. Autoboot. Compatible with overscan mode. Autoboot may be switch-disabled. 12-month warranty. \$229.00

*M.A.S.T. Memory and Storage Technology, Inc.*

### HardFrame/2000

High-end SCSI interface supports up to 7 devices and operates at bus speeds. Cable pinouts designed for compatibility with standard SCSI hard drives. Features word length data transfer, FIFO buffering, true DMA, mounted on a metal frame. Autobooting; automounting; does NOT require old file system partition; autoloader driver into RAM for fast operation. Works with overscan. \$329.00 with metal frame, \$299.00 without metal frame. *MicroBotics, Inc.*

### HDA506-5 and HDA506-1

ST-506 hard drive interface for A500 and A1000 is enclosed in Amiga-matching metal chassis with 86-pin expansion port pass-through. Accepts selected half size ST-506 controller cards, and supports two ST-506 hard drives, MFM or RLL. Also, AmigaDOS 1.3 Autoboot socket for optional custom EPROM/PAL kit permits automatic booting from the hard drive. \$263.00

*Spirit Technology Corp.*

### Impact A3001-4MB/0

This money-saving bundle includes the 28MHz 68030 board with a 28MHz 68882 floating-point math coprocessor, 4meg of 32-bit wide RAM (connected directly via a 32-bit bus) and an autobooting SCSI hard drive controller. Uses nibble-mode SIMMs. Upgrade from 25/28MHz to 33MHz is \$799.00, 33MHz to 50MHz is \$999.00, and 25/28MHz to 50MHz is \$1799.00.

\$2299.00 *Great Valley Products*

*please see display ad inside front cover*

### OverDrive

Autoboot DMA (Direct Memory Access) SCSI hard card. 3.5 drives can be mounted directly on the card, in the drive bay or externally. 5.25 drives can be mounted in the drive bay or externally. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. Includes everything but drive. \$299.00

*Pacific Peripherals*

### SA-10 Host Adaptor

SCSI host adaptor for the A-100 features Xetec's high-performance DMA<sup>TM</sup> hardware, autoboot ROM, autoconfig circuitry, and system bus pass-through. FastRAM expansion connectors. Macintosh-compatible 25-pin SCSI connector, provision for +5v from SH-series enclosures, and low-profile steel enclosure. Also included is a FastTrak disk with utilities, 25-pin shielded SCSI cable, manual, and 25-pin to 50-pin SCSI adaptor board. \$249.95 *Xetec, Inc*

### SA-5 Host Adaptor

SCSI host adaptor for the A-500 features Xetec's high-performance DMA<sup>TM</sup> hardware, autoboot ROM, autoconfig circuitry, and system bus pass-through. FastRAM expansion connectors. Macintosh-compatible 25-pin SCSI connector, provision for +5v from SH-series enclosures, and low-profile steel enclosure. Also included is a FastTrak disk with utilities, 25-pin shielded SCSI cable, manual, and 25-pin to 50-pin SCSI adaptor board. \$249.95 *Xetec, Inc*

### SA500 SCSI Host Adaptor

The SA500 provides a fast and easy-to-use method of connecting SCSI peripherals to the A500. Up to 7 SCSI devices may be connected including fixed hard drives, Bernoulli and SyQuest removable media drives, tape backup units and even large capacity optical drives. Full autoconfig compatibility; handles SCSI arbitration; true removable media handling; automatic defect management. Comes complete with full system management tools with a user-friendly Workbench interface. \$259.99

*Comspec Communications*

### SA1000 SCSI Host Adaptor

The SA1000 provides a fast and easy-to-use method of connecting SCSI peripherals to the A1000. Up to 7 SCSI devices may be connected including fixed hard drives, Bernoulli and SyQuest removable-media drives, tape backup units and even large capacity optical drives. Full autoconfig compatibility; battery backed-up clock; handles SCSI arbitration; true removable media handling; automatic defect management. Comes complete with full system management tools with a user-friendly Workbench interface. The SA1000 provides the ability to load Kickstart from hard disk image, then boot Workbench from floppy or hard disk. No modifications to the A1000 needed. \$389.00

*Comspec Communications*

### SA2000 SCSI Host Adaptor

The SA2000 provides a fast and easy-to-use method of connecting SCSI peripherals to the A2000. Up to 7 SCSI devices may be connected including fixed hard drives, Bernoulli and SyQuest removable media drives, tape backup units and even large capacity optical drives. Full autoconfig compatibility; handles SCSI arbitration; true removable media handling; automatic defect management. Comes complete with full system management tools with a user-friendly Workbench interface. Also capable of being used as a filecard. \$215.00 *Comspec Communications*

### SCSI Hard Disk Controllers for A1000, A500, & A2000

The industry standard SCSI hard disk controllers for the complete Amiga computer line with AutoBoot for the A500 & A2000 & new SCSI 3.0 DOS *Corwyn International*

### SCSI Host 2000

SCSI controller for the A2000 features auto-configuration, auto-boot from hard disk, sup-

ports Fast Filing System, includes software. 3.5 inch slimline hard drive can be mounted on the board. \$179.95 *Synergy Peripheral Systems*

### SCSI Interface Card

Comes complete with CSA's own Direct Memory Access (DMA) software. Uses faster access capability of CSA's 20, 40, and 80 MB hard drives. Interfaces to Bernoulli Box with removable 20 MB hard drive cartridges, CSA tape streaming back-up systems, and WORM optical drives.

\$595.00 *CSA/Computer Systems Associates*

### SCSI-1035

SCSI interface controller card. \$595.00

*CSA/Computer Systems Associates*

### Slot machine for A2000

ST506 hard drive interface. Plug-in ST506 adapter card for the A2000. Accepts a range of selected IBM/XT ST506 controller cards, RLL or MFM. A total of two drives are supported by the ST506 controller. Hard drive may be mounted into the A2000 drive bay. A 3.5 hard drive may be mounted to the card with optional hardware. AutoBoot ROM included for use with 1.3 Kickstart. Compatible with the AmigaDOS 1.3 FastFilesystem. \$172.00 *Spirit Technology Corp.*

### StarDrive Module

An alternative to the MultiFunction module. Pseudo-DMA access to Macintosh-compatible SCSI drives and other third-party SCSI devices. Fast, easy to install including driver software and disk diagnostics. Also includes battery-backed clock to set your system time on boot-up.

\$129.95 *MicroBotics, Inc.*

### Supra SCSI Interface

SCSI interface board with ByteSync<sup>TM</sup> technology allows a hard disk to be connected to A500's. Includes software, RAM expansion capability, thorough instructions. \$199.95

*Supra Corporation*

### Supra SCSI Interface

SCSI interface board allows hard disks to be connected to A1000's. Includes software, clock, thorough instructions. \$249.95

*Supra Corporation*

### Synergy

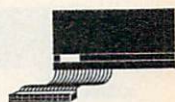
Autobooting SCSI controller for the A500. Includes automatic installation software and utility to back up hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec Controllers. Low-profile, injection-molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. Controller only. \$249.00

*Pacific Peripherals*

### ToolBox Hard Drive Interface

This A2000 hard drive interface features SCSI, DMA, autoboot, DB25 expansion connector (for other SCSI devices) and is 100% Amiga compatible. Mount your 3.5-inch hard drive right on the





card, all cables included. Guaranteed compatibility in the ToolBox. Performance information available. \$229.95 *Expansion Technologies*

## Trumpcard

Loads DPaint II in 1.4 seconds, identical speed as DMA to cache type controllers costing hundreds more. Exclusive IVS SMARTBOOT autoboots all drives (including Seagate) from cold start. Up to 7 SCSI drives can be daisy chained to one Trumpcard. Full support of Logical Units with Adaptec controllers. Supports all Quantum, Seagate and Miniscribe drives. User-customizable driver supports virtually any SCSI hard disk drive. The list includes over 15 devices and is growing. Half length card takes only 1/2 slot. Optional brackets mount 3.5 drives to card. Exclusive IVS checklist configuration software makes hard drive setup a breeze. Two foot, 50-pin SCSI cable included with every Trumpcard. Also, every Trumpcard shipped includes support for SyQuest removable media drive. Full 1-year warranty, parts and labor. \$199.95 *Interactive Video Systems*

## Trumpcard 500

HC Trumpcard 500 HC autoboots directly to FFS partitions if desired. Automatic detection of volume change on Syquest removable media drives is included at no charge. Half-length card uses 256K x 8 or 1MB x 8 SIMMs for 512K, 1MB, 2MB or 4MB of RAM. Upwardly compatible with the 2000. Also, every Trumpcard shipped includes support for SyQuest removable media drives at no extra charge. \$269.95 *Interactive Video Systems*

## WordSync Interface for A2000

Hard disk interface for A2000 can be mounted as hard card or used in other configurations. Revolutionary design introduced in July '89 allows super smooth video, sound, etc., with no rude interruptions for hard drive access. Includes everything that comes with A2000 Supra Drive except hard disk. Autoboots from FFS partition. \$199.95 *Supra Corporation*

## ◆ HARD DRIVES /CONTROLLER ONLY WITH AUTOBOOT CAPABILITY/ EXPANSION CAPABLE ◆

### A2091

The A2091 is a high-performance autobooting hard disk controller and memory expansion board. The device can be fitted with 2 MB of memory and provides improved SCSI capabilities. Additionally, the controller provides space for mounting a 3.5-inch hard disk \$399.00 *Commodore Business Machines*

### Am628

The Am628 provides SCSI, 1, 2, 4, or 8 megabytes of expansion memory and 68881 @ 20MHz math coprocessor capabilities in a single internal board for the A500 computer. The Am628 will

autoboot to a FFS partition and auto configures all expansion memory with DOS V1.3. The Am628 allows a maximum of 6 hard drives and 1 tape backup to be connected at once. Comes with all required software. *AmTek*

### Impact A2000-8/0

For the Amiga 2XXX series. An autobooting SCSI/RAM controller—can control up to 7 SCSI devices. Comes with 0K, can be configured up to 8K RAM (1MB x 8 SIMM modules 120ns). \$399.00 *Great Valley Products*  
*please see display ad inside front cover*

## ◆ HARD DRIVES/KITS ◆

### Impact A2000-HC2-0/0

The Impact Hard Card Plus Series consists of a SCSI autoboot hard drive controller card which allows mounting of a 3.5-inch drive directly on the card. The card can also be configured for up to 2MB of standard 16-bit fast RAM memory. Comes with 0K \$399.00 *Great Valley Products*  
*please see display ad inside front cover*

### =MAX=

A hard disk construction project allowing you to install up to 4 IBM-compatible hard drives of the ST 506/412 variety on any of the Amiga series computers. Works with many types of MFM, RLL, XT and AT controller boards; compatible with 68020 and 68030 CPUs also. Requires some construction experience. Package includes: manual with illustrations, list of vendors where parts can be purchased (no parts supplied), hard disk exerciser/debugger, utility program with filecheck, diskcheck, and archive bit manipulation functions. Add \$10.00 for overseas orders. \$99.00 *Palomax, Inc.*

### AmHDC2

The AmHDC2 provides two full height, 5 -1/4-inch bays with a 150/200 watt power supply. A DC power plug for the A500 computer can share the same power supply. The 150 watt unit provides +5V @ 15 amps, +12V @ 5.5 amps and -12V @ 0.5 amps. The 200 watt unit provides +5V @ 20 amps, +12V @ 8.0 amps and -12V @ 0.5 amps. 12-inch x 5-inch x 16-inch. *AmTek*

### Escort Hard Drive Kit

Only item missing is the drive. Add your own 3.5-inch SCSI drive to the chassis (contains fan and power supply) and you have a complete hard drive system. Comes complete with EZ Format software, park programs, interface, cables, and manual. \$229.95 *Expansion Technologies*

### Hard Disk-CR (kit)

Hard disk kit for A500 includes SCSI host/controller, hard disk enclosure, power supply, cables, and software. User supplies an embedded SCSI, 3.5-inch, Seagate drive to create low-cost A500 hard disk system. Optional 2MB RAM expansion available. Supports auto-boot, Fast Filing System, and includes hard disk utilities including partition and back-up programs. \$319.95 *Synergy Peripheral Systems*

## Synergy Kit

Autobooting SCSI controller for the A500. Includes automatic installation software and utility to back up hard drive to floppy in AmigaDOS format. Use up to 7 SCSI drives or 14 ST506 drives with Adaptec Controllers. Low-profile, injection-molded plastic case with power and drive access LED's on front panel. Drive may be placed several feet away from computer. RAM expansion optional. All necessary components except drive. Fan, power supply, cables, enclosure. \$349.00 *Pacific Peripherals*

## ◆ HARD DRIVE ACCESSORIES ◆

### CA•2000 Malibu Cards

A2000 SCSI Controller card with room to mount any standard 3.5-inch hard disk. Optional 2 & 4 megabyte RAM board that auto-configures and utilizes easy-to-install SIMM's. Auto configures under V1.2 & 1.3 of Workbench. Autoboot from hard disk under V1.3 of Workbench. Complete hard disk installation utilities and expandable. Mac style DB25 SCSI external connector and 16-bit fast data transfers. *California Access*

### EPROMS-ADV

GVP Advanced Autoboot EPROM kit with Autoboot EPROM and removable media support. \$150.00 *Great Valley Products*  
*please see display ad inside front cover*

### Parallel Port SCSI Adaptor

Device converts printer port to high-speed SCSI port. Printer is passed through transparently. Cost-effective. Plugs into all models of the Amiga. No compatibility worries. Forms a great portable hard drive and SCSI device system when used with Tiny Tiger. 12-month warranty. Can be used on Macintosh and IBM. \$129.00 *M.A.S.T. Memory and Storage Technology, Inc.*

### SA SCSI Adaptor WB1.3 Upgrade Kit

As with Commodore's release of the AmigaDOS 1.3 Enhancer, Comspec has continued support of the Amiga family of products with the SA SCSI adaptor WB1.3 Upgrade Kit. This kit enhances the SA1000 with a new version of the firmware and software that gives you new features such as: partitioning, FFS support, high-capacity removable media, and a custom partition. The kit includes new firmware, software, and full instructions. Allows the SA1000 to Autoboot procedure. This method allows the user to boot from a floppy disk placed in drive DF0: without having to toggle any switches as in Comspec's proprietary method. \$39.95 *Comspec Communications*

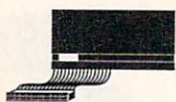
### SCSI-HC/3

Three-inch hard card cable. \$20.00 *Great Valley Products*  
*please see display ad inside front cover*

### SCSI-HC/3/17

Two-drive hard card cable with 3- and 17-inch connectors. \$30.00 *Great Valley Products*  
*please see display ad inside front cover*





## DRIVES

### SCSI-STD/17

Standard 17-inch hard drive cable.  
\$26.00 *Great Valley Products*  
*please see display ad inside front cover*

### SCSI-STD 17/12

Standard 2-drive cable (12- and 17-inch).  
\$35.00 *Great Valley Products*  
*please see display ad inside front cover*

### SCSI-STD/17/14/12

Standard 3-drive cable (17-, 14- and 12-inch).  
\$49.00 *Great Valley Products*  
*please see display ad inside front cover*

## ♦ HARD DRIVES/ OPTICAL DRIVES ♦

### OptiStar 600™

OptiStar 600™ is a 600 megabyte erasable optical drive. The drives come pre-formatted and have ten megabytes of public domain software on them. The OptiStar 600™ also has a power control unit. \$4899.00 *Corwyn International*

### Ricoh RO-5030E

Ricoh RO-5030E 5-1/4-inch disk drive provides speedy data access in only 71 milliseconds and offers 594MB of fully rewritable storage on a removable, two-sided magnetic-optical disk. Its sustained data transfer rate is up to 100 kilobytes per second for recording and up to 300 for reading, and has been incorporated into MS-DOS and IBM OS/2-compatible systems. Uses highly reliable constant angular velocity (CAV) tracking, yielding an outstanding error rate of about one in every 10-12 bits read. Cartridge sold separately for \$250.00. \$3,800.00 *Ricoh Corporation*

### SONY Erasable Optical Disk Systems

Provides 650MB of removable, reliable, and erasable optical disk storage at speeds comparable to 65ms hard disks. Full support for the Commodore A2091 is included as well as a one-year warranty. \$4995.00 *Active Circuits, Inc.*

### WORM-800

800MB optical laser disk drive. \$5995.00  
*CSA/Computer System Associates*

### XY600RW

The high density drive is accessed via a Amiga 2090 or 2090A SCSI interface board. The Amiga can be booted directly from the optical drive. The software supports AmigaDOS 1.3. Each 5 1/4 inch industry standard ISO format cartridge stores up to 600 megabytes of information. The cartridge can be erased more than 1,000,000 times. It can also be removed from the drive for security or portability. \$5245.00  
*Corwyn International*

## ♦ HARD DRIVES/ REMOVABLE MEDIA ♦

### Impact A2000-8/0 SQ44/44 bundle

For the Amiga 2XXX series. An autobooting SCSI/

RAM controller—can control up to 7 SCSI devices. Comes with 0K, can be configured up to 8K RAM (1MB x 8 SIMM modules 120ns). Comes bundled with a Syquest Removable Media hard drive. Includes one cartridge and GVP Advanced Autoboot Eeprom Kit. \$1399.00  
*Great Valley Products*  
*please see display ad inside front cover*

### Impact SQ400

44MB removable cartridges for the Syquest/ GVP system. \$140.00 *Great Valley Products*  
*please see display ad inside front cover*

### Impact SQ44-inch

The Impact SQ44 system comes with a Syquest 44MB Removable media hard drive. The system includes the GVP Advanced Autoboot EPROM kit w/removable media support. Cartridges available separately. \$999.00 *Great Valley Products*  
*please see display ad inside front cover*

### Infini40/i

The Infini40/i is a removable media drive subsystem for the A2000 and A500 computers which provides Amiga users with the convenience of 40MB cartridges and the speed of a hard disk drive. This program is ideal for animators, graphic artists, and others who need to categorize mass storage on a project or client basis and for whom a finite storage capacity does not meet their needs. The Infini40/i is the internal version, which includes a Trumpcard SCSI disk controller, SyQuest drive assembly, two preformatted 40MB cartridges, and all necessary software and cables. \$1249.95 *Interactive Video Systems*

### Infini40D

For those Amiga users desiring additional storage in an external housing IVS offers the Infini40D, a double height version of the chassis that accommodates an additional half height 5.25 or 3.5 hard drive or a second SyQuest drive mechanism. The Infini40D power supply capacity is increased to 60 watts to handle the extra load. \$1749.95 *Interactive Video Systems*

### Infini40S

The Infini40S is the external version of the Infini40 series, which houses the SyQuest drive assembly in a low-profile aluminum housing and includes an internal 40 watt switching power supply that automatically senses line voltage and switches between 110/60Hz and 220/50Hz for use anywhere in the world. This package has an externally accessible SCSI device ID switch to allow selection of any SCSI device ID without opening the unit. It also includes two 40MB preformatted cartridges and all software and cables for a total storage solution. \$1549.95 *Interactive Video Systems*

### SD B20

The SD B20 is an external removable media subsystem utilizing the SD chassis and a 20MB 5.25 half-height Bernoulli drive featuring 38 ms. average access time. One pre-formatted cartridge and drive cleaning kit included. Shipped with all

necessary cables and fully tested. SCSI host adaptor required (SA500, SA1000, or SA2000 recommended).

\$2499.00 *Comspec Communications*

### SD B44-inch

The SD B44 is an external removable media subsystem utilizing the SD chassis and a 40MB 5.25 half-height Bernoulli drive featuring 33 ms. average access time, built-in 32K cache buffer for improved performance. One pre-formatted cartridge and drive cleaning kit included. Shipped with all necessary cables and fully tested. SCSI host adaptor required (SA500, SA1000, or SA2000 recommended).

\$2649.00 *Comspec Communications*

### SSD B20

The SSD B20 is an external removable media subsystem utilizing the SSD chassis and a 20MB 5.25 half-height Bernoulli drive featuring 38 ms. average access time. One pre-formatted cartridge and drive cleaning kit included. Shipped with all necessary cables and fully tested. SCSI host required (SA500, SA1000, or SA2000 recommended). \$2399.00

*Comspec Communications*

### SSD B44-inch

The SSD B44 is an external removable media subsystem utilizing the SSD chassis and a 40MB 5.25 half height Bernoulli drive featuring 33 ms. average access time. One pre-formatted cartridge and drive cleaning kit included. Shipped with all necessary cables and fully tested. SCSI host adaptor required (SA500, SA1000, or SA2000 recommended).

\$2579.00 *Comspec Communications*

### Storage Solutions 42RD™

The Storage Solution 42RD™ is a dual version of the Storage Solution 42R™. \$2599.00 *Corwyn International*

### Storage Solutions 42R™

42MB removable disk drive. The unit comes with one data cartridge pre-formatted and contains ten megabytes of public domain software. The unit also has power control features. \$1350.00 *Corwyn International*

### Super Stream 150 Int™

The Super Stream 150 Int™ is the same as the Super Stream 150™ but without a power control center. \$1250.00 *Corwyn International*

### Super Stream 150™

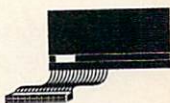
The Super Stream 150™ is a tape archival system that stores 150 megabytes per data cassette. The tape comes with software and a power control center. \$1350.00 *Corwyn International*

### Super Stream 60 Int™

The Super Stream 60 Int™ is the same as the



# DRIVES



Super Stream 60™ but without a power control center. \$899.00 *Coruyn International*

## Super Stream 60™

The Super Stream 60™ is a tape archival system that stores 60 megabytes per data cassette. The tape comes with software and a power control center. \$999.00 *Coruyn International*

## Supra Drive 44R for A500

Removable hard disk drive with 44MB cartridges. Comes with one cartridge. Can be used as primary or add-on drive; system must include one Supra SCSI interface. \$1,498.95 with interface; \$1,299.00 without interface  
*Supra Corporation*

## Supra Drive 44R for A2000

Removable hard disk drive with 44MB cartridges. Includes one cartridge. Includes WordSync™ Interface. Can be used as primary or add-on drive. \$1199.00 *Supra Corporation*

## OverDrive 20F

Autoboot DMA (Direct Memory Access) SCSI hard card. Up to 7 devices may be attached. Automatic installation software provided. All cables and mounting hardware included. 20 megabyte 3.5 floppy disk drive. Extra disks 20. Requires use of drive bay. \$899.00  
*Pacific Peripherals*

## ◆ INTERNAL FLOPPY DRIVES ◆

### A2010 3.5 Internal Floppy

3.5-inch horizontal floppy, no external power supply. Maximum transfer rate of 250 K/sec.; reads an entire track at one time; supports fast data transfer rates. MFW read/write format, 880K storage capacity, double-sided/double density; formatted in 160 tracks with eleven 512-byte sectors each. Power supplied by the A2000 computer system. \$199.95  
*Commodore Business Machines*

### Air A2010

Internal 880K disk drive for A2000 series. Includes instructions and mounting hardware. \$150.00 *Advanced Integration Research*

### Dual 3.5 Drive

Includes power light, circuit breaker, more. Optional internal power supply. \$345.00; with internal power supply, \$395.00 *Comp-U-Save*

### Internal 3.5 Disk Drive for A2000

Faster internal 3.5-inch drive. Dealer installation recommended. \$149.95 *Studio 7*

### Internal A2000 Drive

Features the same high-quality Fujitsu drive as Unidrive. Also includes our proprietary no-click logic to prevent the annoying click that occurs when a diskette is removed. Other features

include low power, A2000 size bezel and a limited 12-month warranty. \$115.00  
*M.A.S.T. Memory and Storage Technology, Inc.*

### ProDrive 2000

Internal disk drive for the A2000. \$129.95 *Progressive Peripherals & Software*

## ◆ TAPE BACKUP ◆

### Easy Streamer

Easy Streamer is a hardware/software combination which allows you to use your VCR and inexpensive videotapes for data storage. Works with all Amigas by using the composite video output. \$199.00 *RSI*

### Halfbac-40

A 40MB 5.25 internal tape streaming drive. Eliminates need to continually add hard drives. Mounts internally or externally in BacPac enclosure. \$1595.00  
*CSA/Computer Systems Associates*

### Impact WT150

The Impact WT 150 is a streaming tape backup system with a Wangtek 150MB, 5.25-inch, half-height drive. Includes GVP TapeStore Backup software. \$899.00 *Great Valley Products*  
*please see display ad inside front cover*

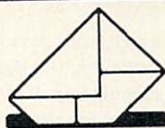
### TARC - Tape Archive Software

TARC streaming tape backup allows the backup of any AmigaDOS volume to tape. Plus backup multiple partitions to the same tape. Utilizes the full memory capacity of your Amiga to achieve speeds of up to 6MB per minute. Supports 60MB and 150MB SCSI tape units. Requires the Comspec SA500, SA1000, or SA2000 SCSI host adaptor *Comspec Communications*

### Tapestore

GVP TapeStore Backup software and TapeStore EPROM kit. \$175.00 *Great Valley Products*  
*please see display ad inside front cover*

## MOVING?



## SUBSCRIPTION PROBLEMS?

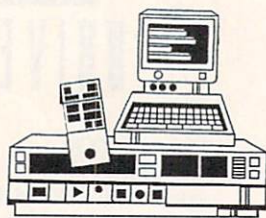
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## ◆ DIGITIZERS ◆

### Digi-View 4.0

NewTek's new dynamic palette control allows resolution with overscan, thus providing sharper HAM images and virtually eliminating HAM fringing. The LBJ technology allows the user to selectively filter background noise from the video signal for sharper, clearer images. Digi-View 4.0 supports AREXX. New Digi-Port feature allows captured images to be displayed directly into Digi-Paint 3, and resolutions may be changed from inside Digi-View 4.0. 24-bit RGB files may be loaded and saved for further image processing or exporting to typesetters or frame buffers. Many more enhancements have been added to Digi-View 4.0, allowing you to create images with ease. \$199.95 *NewTek*

### Video Toaster

The Toaster is a broadcast-quality video computer which sits inside the Amiga. It has 4 VLSI custom chips and its own RAM. It does not use Amiga output, but rather produces its own output. The Toaster will be shipped with a character-generating program, with Toaster Paint (a 24-bit paint program) & Toaster 3D due later this year. The Toaster includes a seven-channel production switcher which will switch between seven stable (i.e., camera or time-base-corrected tape) sources and provide dissolves and wipes. The Toaster is also a broadcast-quality genlock, frame grabber and digitizer. The Toaster is also a DVE (Digital Video Effects) unit with real-time manipulation of live video. Over one hundred pre-programmed effects will come with the first release of the Toaster with more available later. The Toaster also includes dual frame buffers (which will also work with

standard 24-bit IFF RGB files such as those produced by Sculpt and Silver). Output from the Toaster is straight, 24-bit, 16-million color, broadcast-quality NTSC. \$1595.00 *NewTek*

### VMachine

An infinite window time base corrector with a dissolve, overlay and keying system, as well as programmable real-time digital video effects. As incoming video is digitized on channel A, it can be played out again synced with video passing through channel B. It is able to do this with VCR's and requires no other equipment. Features NTSC RS-170A compatible, Y/C compatible (VHS and Beta), full paintbox tools, full bandwidth sampling and much more. Price unavailable. *Digital Creations*

## ◆ DIGITIZERS/ACCESSORIES ◆

### Auto Droid

Auto Droid cuts digitizing time by nearly 50% over manual operation, and it's easy to use. With Auto Droid installed, all you have to do is select digitize auto and watch Auto Droid and Digi-View do the rest. Auto Droid also lets you digitize using the clear filter for black-and-white images. This keeps you from having to remove your 'Droid' every time you switch from color to black and white. Focusing with the clear filter makes it much easier to obtain sharp images. \$59.95 *MicroSearch, Inc.*

### Color Splitter

For use with Digi-View, this electronic color splitter allows users to capture color images from VCR, LaserDisk, CamCorder, or any still NTSC video source without using color filters. \$119.95 *MicroSearch, Inc.*

### Digi-Droid

Motorized filter wheel automatically advances the color filter wheel for Digi-View. Speeds up digitizing and minimizes chances for mistakes. Hands-free digitizing. \$79.95 *NewTek*

### Digitize Auto Cable

Electronic cable used with Electronic Color Splitter & Digi-View for fully automatic Color Digitizing for any color video source. Cuts digitizing time in half. \$49.95 *MicroSearch, Inc.*

### Electronic Color Splitter

The Electronic Color Splitter works with Digi-View or Perfect Vision Digitizers and stable

composite color video source to eliminate the need for color filters when digitizing color images. Works great with VCR's, color cameras, camcorders, video still cameras, and laser disk players. Supports S-VHS. \$150.00 *MicroSearch, Inc.*

### Videon

Videon is a direct NTSC video digitizer. Extensive software includes full image processing and 3D mapping of images. \$399.95 *Power Computing Ltd.*

## ◆ DIGITIZERS/ FRAME GRABBERS ◆

### Frame Capture

Optional chip set for FrameBuffer allows capture of 4 fields of video in real time and full color. \$199.95 *Mimetics Corporation*

### FrameGrabber

Real-time, 4096 color, video digitizer. Grab color images from VCR or camera in 1/30 of a second. Supports screen resolutions from 320 x 200 to 640 x 400, including lo-res overscan. For all Amigas. \$699.95 *Progressive Peripherals & Software*

### FrameGrabber 256

256 gray-shade video digitizer with professional image processing software. Displays up to 256 shades of gray on any Amiga monitor. For all Amigas. \$724.95 *Progressive Peripherals & Software*

### LIVE!

Digitizes a moving color image in real time from any video source to the A1000. This package can decode an NTSC video signal, grabs a picture as fast as 15 frames per second in 16-level gray scale, and has an overscan ability to completely cover the Amiga video screen with your image (no blank borders). Plugs into the A1000 expansion port! \$295.00 *A-Squared Distributions, Inc.*

### LIVE!2000

Same features as Live! and Live!500. Dual video switching (allows fades, wipes, and other special effects), video signals from composite video or RGB input, 640 x 400 resolution, optimizer package for B&W cameras, and additional real-time video effects. LIVE!2000 fits internally into the A2000 and is Zorro 2-compatible. \$450.00 *A-Squared Distributions, Inc.*



# VIDEO HARDWARE



## LIVE!500

Digitizes a moving color image in real time from any video source to the A500. Decodes an NTSC video signal, grabs a picture as fast as 15 frames per second in 16-level gray scale, and has an overscan ability to completely cover the Amiga video screen with your image (no blank borders). Plugs into the A500 expansion port and comes with its own power supply.  
\$399.00 *A-Squared Distributions, Inc.*

## Living Color TBC/Digitizer option

The TBC/Digitizer option gives the Frame Buffer the ability to digitize video in full 16-million color space as well to act as a video time base corrector. Also included is the ability to shrink or zoom, move and then overlay the digitized video in real time relative to the video input on the SuperGen 2000S board. Includes Video Artist Workstation software for creating visual effects with the TBC. Price unavailable. *Digital Creations*

## Perfect Vision

A real-time video frame grabber. Real time in black and white. Supports color using included color filters or an optional electronic color splitter. Saves in IFF. \$249.95 *Sunrise Industries*

## Video Digitizer

Real-time frame grabber in 1/60 second. 320 x 256 display with 16 gray levels. Updates screen at 1 frame/sec. Save screen as IFF format. Edit pictures with cut, paste, copy, reverse, negative & more. \$139.95 *Datel Computers*

## ◆ DIGITIZERS/SCANNERS ◆

### 300 DPI Scanner

Saves images as B/W IFF files at 75, 150, 200, or 300 dpi. Saves in 15 seconds. User-definable scanned page regions for high-res use. Programs can be used in any IFF-supporting program, allowing you to color images in paint programs like DeluxePaint II, or import them into Professional Page or Professional Draw. Comes with parallel port hardware and software interface. \$1095.00 *Gold Disk, Inc.*  
*please see display ad page 17*

### Geniscan Handy Scanner

Hand Scanner with 400 DPI resolution and 4 1/8 inch width. Adjustable switches for brightness and contrast. Software compatible with most leading software packages. \$299.95  
*Datel Computers*

### IMG Scan II

Turns your printer into a high-resolution image scanner. 256 gray levels, full-color assignable. \$139.95 *Seymour-Radix*

### Migraph Handscanner and Touch-Up

This unbeatable hardware-software team lets

you scan, and enhance images until they're exactly right for all your desktop publishing projects. Scanner features: 4 scan window, 100, 200 and true 300 and 400 DPI resolutions, adjustable contrast, three dither settings for halftones and one for line art. Software has all the standard features plus lots of special effects, bezier curves, and scalable fonts.  
\$399.00 *Migraph, Inc.*

### Pro-Res Still Video/Color Separator

Pro-Res professionally interfaces any common video source (VCR, still-video camera, camcorder, laser disk) to your slow-scan digitizer. Full user control to adjust brightness, contrast, color, tint, and detail of the incoming video prior to digitizing. Creates traditional 3-color separated output. Automatic operation with NewTek's Digi-View, manual step-switching with other slow-scan digitizers.  
\$399.00 *TDA The Desktop Advantage*

### Scannery

Links Amiga to HP ScanJet. Full page preview, clip image to any size, adjust scale, resolution, and brightness for optimum image control. Scanning options include black and white, 16 gray scales, four dither patterns and inverted images. Repetitive tasks can be automated with the AREXX batch process capability. Merge scanner data with data from any other application program. Package includes software documentation, software disk and custom cable.  
\$250.00 *Inset Systems*

### Sharp JX-100

One of the smallest color scanners in the world and the first hand held color scanner available for the Amiga. Scans an area of 4 x 6.4 at 200 DPI, and will do black and white, gray scale, and color scanning for high-quality desktop publishing. Sold by Sharp Electronics, the software is written by ASDG, Inc. Software will process 18-bit color scans into any Amiga format. No additional hardware required. Directly supports all display modes, overscan, and PAL. \$995.00  
*ASDG/Sharp Electronics*

### Sharp JX-300

Scans originals up to 8.5 x 11 with a 300 DPI resolution. This 24-bit color scanner is intended for most business and some high-end applications. Requires Professional ScanLab. \$4995.00 *ASDG/Sharp Electronics*

### Sharp JX-450

Sharp's best-selling color scanner for desktop publishing, slide creation, and other areas demanding high-end image processing. Easy operating, high-quality desktop full-color scanner. Provides the precision quality scanning of a console from a desktop. 300 DPI resolution capacity ensures accurate, detailed images.

Scanning of slides and transparencies available with optional mirror. Scanning capacity up to 11 x 17. Requires Professional ScanLab.  
\$6995.00 *ASDG/Sharp Electronics*

## ◆ DIGITIZERS/SCANNERS/ ACCESSORIES ◆

### Professional ScanLab

Professional color scanning package that includes all the software cables and hardware interfaces for the A2000 to provide total control over Sharp's JX-300 and JX-450 color scanners. High-quality, 24-bit data from the scanner can be converted into Amiga HAM images, or maintained in its 24-bit true color form. Sent to professional output device, this translates into 16 million colors. Also supports the largest picture resolutions of any Amiga system: 5100 x 3300. Used in conjunction with ASDG's ReSep, Pro ScanLab. Allows professional Page to produce documents with 24-bit images. \$995.00  
*ASDG, Inc.*

## ◆ DVE ◆

### Video Toaster

The Toaster is a broadcast-quality video computer which sits inside the Amiga. It has 4 VLSI custom chips and its own RAM. It does not use Amiga output, but rather produces its own output. The Toaster will be shipped with a character-generating program, with Toaster Paint (a 24-bit paint program) & Toaster 3D due later this year. The Toaster includes a seven-channel production switcher which will switch between seven stable (i.e., camera or time-base-corrected tape) sources and provide dissolves and wipes. The Toaster is also a broadcast-quality genlock, frame grabber and digitizer. The Toaster is also a DVE (Digital Video Effects) unit with real-time manipulation of live video. Over one hundred pre-programmed effects will come with the first release of the Toaster with more available later. The Toaster also includes dual frame buffers (which will also work with standard 24-bit IFF RGB files such as those produced by Sculpt and Silver). Output from the Toaster is straight, 24-bit, 16-million color, broadcast-quality NTSC. \$1595.00 *NewTek*

### VMachine

An Infinite window time base corrector with a dissolve, overlay and keying system, as well as programmable real-time digital video effects. As incoming video is digitized on channel A, it can be played out again synced with video passing through channel B. It is able to do this with VCR's





# VIDEO HARDWARE

and requires no other equipment. Features NTSC RS-170A compatible, Y/C compatible (VHS and Beta), full paintbox tools, full bandwidth sampling, and much more. Price unavailable.

*Digital Creations*

## ◆ EDITING HARDWARE ◆

### A-GPI

Read GPI pulse from professional editing equipment and single steps ANIM file for single frame work. Input can be triggered from any device with a TTL Logic Level. \$49.95

*K & M Technology*

### BCD-5000

The BCD-5000 Professional Video Animation Controller for computers with a serial port provides frame-accurate control of most industrial and broadcast videotape and disc machines. While designed as a video animation controller, the BCD-5000 is at home wherever computers are needed to control video machines. \$2495-\$3495 *BCD Associates, Inc.*

### MediaPhile Infrared Controller

Provides complete accurate control of video decks, laser and compact disc players, and other infrared devices from Amiga computers. Learn commands from any infrared remote control and send them from the computer. Features: infrared commands for many popular devices included on program disk; video deck control from many video production, animation, presentation, and database programs; Programmer's Toolkit software. Ports: Infrared transmitter and sensor, two Sony S-ports, a remote pause switch and tape counter inputs for two video decks.

\$195.00 *Interactive Microsystems*

### QuickFrame

Single frame controller for Professional Panasonic AG-7500 Super VHS. Works with ANIM files or Video Scape 3D to single frame animation to tape. Available by order only.

\$295.00 *K & M Technology*

### S-V Post Series

Fully-integrated Post Production System (Commercial) straight cuts, Pseudo A/B roll, S-VHS/3/4 editing options. Utilizing the Amiga for graphics and Computer Assisted Editing (CAE). \$30,000 to \$150,000 *Amicore International*

### VCR-Edit

Will synchronize your VCR with ANIM files. Use it to splice your animations down to tape with any VCR with a record/pause input. Will read MTC from tape and start multiple ANIM files at a specific time. \$59.95 *K & M Technology*

### Video Pro Series

Fully integrated Post Production System (Industrial) straight cuts, Pseudo A/B roll editing options. Utilizing the Amiga for graphics and Computer Assisted Editing (CAE). \$7,000 to \$25,000 *Amicore International*

## ◆ ENCODERS ◆

### A520 Modulator

Lets you connect the A500 to a composite color monitor or standard TV. Converts video signal into RF modulated and color composite signals. Accepts audio from A500 which is added to the RF video to be heard through TV. Connects to the A500's RGB video port. Power is supplied by the A500. \$49.00 *Commodore Business Machines*

### DigiFeX External Adaptor VI-500

This adaptor is an external device designed to send a video signal from an Amiga 500, 1000 or 2000 computer to various video hardware. It is enclosed in a sturdy metal case and attaches to the RGB Port of any Amiga via a 23-PIN connector. Three RGB jacks providing Composite out, Chroma out and Luma out allow for interfacing with Commodore Monitors, Composite Monitors, VHS and Beta VCRs and SuperVHS or BetaED hardware (if an additional cable is purchased). \$79.95

*DigiFeX Corporation*

### DigiFeX External Adaptor With RF VI-500RF

This adaptor is an external device designed to send a video signal from an Amiga 500, 1000 or 2000 computer to various video hardware. It is enclosed in a sturdy metal case and attaches to the RGB Port of any Amiga via a 23 PIN connector. Three RGB jacks providing Composite out, Chroma out and Luma out and Audio in; an additional RF out co-axial cable jack provides a regulated frequency output. These video signals allow for interfacing with Commodore Monitors, Composite Monitors, VHS and Beta VCRs and Super VHS hardware if an additional cable is purchased.

\$99.95 *DigiFeX Corporation*

### DigiFeX Internal Adaptor VI-2000

This adaptor is used internally with Amiga 2000 computers to send a video signal from the Amiga to various video hardware. The VI-2000 is an internal board that fits into the video expansion slot of the Amiga 2000. The VI-2000 provides three RCA jacks that provide the same outputs as the VI-500. Allows interfacing with the same broad variety of video hardware.

\$79.95 *DigiFeX Corporation*

### DigiFeX Internal Adaptor With RF VI-2000RF

This adaptor is used internally with Amiga 2000 computers to send a video signal from the Amiga

to various video hardware. The VI-2000RF is an internal board that fits into the video expansion slot of the Amiga 2000. The VI-2000 provides three RCA jacks that provide the same outputs as the VI-500RF. It allows interfacing with the same broad variety of video hardware and old style televisions. \$99.95 *DigiFeX Corporation*

### ENC-1

Converts analog RGB to standard NTSC composite video signal. \$395.00

*Communications Specialties, Inc.*

## ◆ FRAME BUFFERS ◆

### FrameBuffer

Allows display of Amiga 24-bit RGB files and IFF files with a fidelity up to the limits of video. 746 x 484 pixel resolution in up to 16 million colors. Special software utilities for Sculpt 4D, Turbo Silver, and NewTek files. Requires 1 MB RAM on board an A2000 form factor card.

\$549.95 *Mimetics Corporation*

### Living Color Frame Buffer

Requires SuperGen 2000S. Provides the Amiga with full 16-million-color paint capability. Also there are several color register indirect and double buffering display modes that allow both color cycling animation as well as ANIM-type animation with up to 256 colors. Includes Living Color PaintBox, IFF picture and ANIM conversion systems. Price unavailable.

*Digital Creations*

## ◆ FRAME BUFFER/GRABBER ◆

### Video Toaster

The Toaster is a broadcast-quality video computer which sits inside the Amiga. It has 4 VLSI custom chips and its own RAM. It does not use Amiga output, but rather produces its own output. The Toaster will be shipped with a character-generating program, with Toaster Paint (a 24-bit paint program) & Toaster 3D due later this year. The Toaster includes a seven-channel production switcher which will switch between seven stable (i.e., camera or time-base-corrected tape) sources and provide dissolves and wipes. The Toaster is also a broadcast-quality genlock, frame grabber and digitizer. The Toaster is also a DVE (Digital Video Effects) unit with real-time manipulation of live video. Over one hundred pre-programmed effects will come with the first release of the Toaster with more available later. The Toaster also includes dual frame buffers (which will also work with standard 24-bit IFF RGB files such as those produced by Sculpt and Silver). Output from the Toaster is straight, 24-bit, 16-million color, broadcast-quality NTSC. \$1595.00 *NewTek*





## ◆ GENLOCKS ◆

### 4004/4004S Genlockable Video Graphics Encoder

The two plug-in cards of the Magni 4004 offer clean video signals for A2000 or A2500 graphics programs. Along with absolutely accurate RS-170A video, you get special effects features that include fades, luminance and color zero keying, all under software control with choice of keyboard or mouse. The S version adds a graphics-only output in S-VHS video format. For still greater flexibility, add the optional 4010 Remote Control for external control of effects function (\$595.00 if purchased separately). \$1,695.00; \$1,995.00 with remote control. *Magni Systems, Inc.*

### 4005/4005S Genlockable Video Graphics Encoder

The 4005 and 4005S provide the Amiga video professional outside the U.S. with the same flexibility and accuracy as the 4004 but in PAL (the predominant European video standard). \$1,865.00; \$2,165.00 with remote control. *Magni Systems, Inc.*

### A2300 Genlock

Fits in the A2000's video slot, allows the user to combine the A2000 video display with output from a VCR, video camera, or laser disk. Combined display may be viewed on an Amiga RGB monitor. Titles, captions, and multi-layered effects may be viewed on videotape. Suitable for semi-professional (non-broadcast) environment. Available in both NTSC and PAL versions. \$399.00 *Commodore Business Machines*

### AmiGen

This low-cost genlock allows the Amiga to synchronize with any external video system, and overlays computer graphics. Easy to operate! \$199.95 *Mimetics Corporation*

### GEN/ONE

Genlock encoder with overlay. Has separate 4-color output for VHS. \$895.00 *Communications Specialties, Inc.*

### Interlok

For all Amigas, the Interlok includes advanced, reliable circuitry that locks your Amiga scan rate to NTSC or PAL broadcast synchronizing standards and is also able to lock to sync pulses that output directly from typical, low-cost VCR's. Front panel includes program on/off, genlock on/off, LED power indicator and 0 to 100% fade overlay control slider. Other features include looping video input, KEY out (Amiga Color 0), and Internal level selector for A2000, A500 and A1000 RGB matching. Interlok's front panel with controls can be located remotely to 25 feet or more. Its shielded metal chassis can fit beneath

monitor and support monitor weight; the chassis is 1 3/4 high to enable mounting to industry standard 19 rack. \$549.00 *Spirit Technology Corp.*

### Magni 4003

Remote control unit controller for use with the Magni 4004 board. Performs variable speed fades along with luminance and inverse keying. Also controls key and fade levels of genlocked graphics. \$499.00 *Magni Systems, Inc.*

### miniGEN

RS-170A, broadcast-quality genlock for all Amigas. Three-position toggle switch for controlling graphic modes. \$229.95 *Progressive Peripherals & Software*

### Neriki 1187

The Neriki Image Master Pro Genlock accurately genlocks the Amiga's RGB output to a reference video signal, or a studio black signal. Will lock to any composite video signal, studio reference, black burst, camera or tape source. Supports all graphic modes and resolutions. Minimizes duplication losses. Luminance keyer replaced by fader in latest version. Separate RGB and key out. \$2195.00 *Telmak Inc.*

### Neriki DeskTop

Allows text, graphics, paint, and animation programs to be integrated to video. Features: hires with encoded capability of 500 lines (NTSC 500 lines), auto key cuts into background, meets RS170A standards. Models available in PAL and NTSC. Same rack mount genlock with identical performance as the Image Master model 1187 with fewer output combinations, i.e., no key out, RGB out or sync out. Makes up for lack of connectors with a lower base cost and Y/C input and output. \$1100.00 *Telmak Inc.*

### OmniGen 701/702

This genlock system for the Amiga is available for both NTSC/PAL standards. Designed primarily for professionals and broadcast applications. Character generator, Custom background generator, Genlocked Teleprompter, 23-pin D SUB in/out connectors with a cable designed for interfacing. Will lock to incoming video or black burst. Also has its own internal sync pulse generator. Adjustments include 360-degree chroma phase, full SC/H Phase control. Models 701 (NTSC) and 702 (PAL) feature composite in and out and S-VHS output. \$1595.00 *Omicron Video*

### OmniGen 711/712

Same as the above models, but the 711 (NTSC) and 712 (PAL) have full S-VHS input and output (as well as composite). \$2495.00 *Omicron Video*

### OmniGen 721/722

These models (721—NTSC and 722—PAL) have all the same features of the OmniGen line but are usable on all formats. The units can be used with any professional or non-professional system as they contain inputs and outputs for all formats: composite; S-VHS, Hi-8mm, Beta-ED, 3/4-inch, 1-inch, BetaCam, M2 and more. \$3500.00 *Omicron Video*

### ProGEN

RS-170A, broadcast-quality genlock for all Amigas. Software-controllable. RGB pass-through. \$449.95 *Progressive Peripherals & Software*

### RM-2B Professional Genlock For Amigas

The RM-2B is a 19 inch, rack-mountable, professional genlock subsystem and NTSC encoder for the Amiga. It contains a sync generator and full-field color bar generator. A key/mix mode switch and mixing pot is optional, as is a color subcarrier phase adjustment. The RM-2B is used by NASA for their high-resolution Shuttle cameras. For a nominal charge, older RM-2 models can be refurbished at the factory to upgrade them to the performance level of the B version. \$2995.00 *GlennLoc Corporation*

### Scanlock

The desktop video system that brings NTSC and S-VHS to the Amiga screen. Includes front-panel fingertip controls, multiple monitor connections for viewing and editing, and independent fade controls for both reference and Amiga videos. The vertical interval switch allows insertion, reversal and removal reference video and Amiga graphics at the touch of a finger. \$995.00 NTSC; \$1,095.00 PAL *VidTech International, Inc.*

### SuperGen

Genlock and overlay device. Independent dissolve controls, two overlaid outputs, switchable notch filter, accurate lock to VCR output. RGB decoder for true Amiga colors. \$749.95 *Digital Creations*

### SuperGen 2000S

A true S-VHS-compatible genlock and overlay card for the A2000 series computers. The SuperGen 2000S installs into the video slot of an A2000 or A2500. Further capabilities are provided through upgrade paths to a frame buffer with time base correction as well as full-color video digitization through the Living Color series of add-on expansion products. \$1595.00 *Digital Creations*

### Video Toaster

The Toaster is a broadcast-quality video computer which sits inside the Amiga. It has 4 VLSI custom chips and its own RAM. It does not use Amiga output, but rather produces its own





## VIDEO HARDWARE

output. The Toaster will be shipped with a character-generating program, with Toaster Paint (a 24-bit paint program) & Toaster 3D due later this year. The Toaster includes a seven-channel production switcher which will switch between seven stable (i.e., camera or time-base-corrected tape) sources and provide dissolves and wipes. The Toaster is also a broadcast-quality genlock, frame grabber and digitizer. The Toaster is also a DVE (Digital Video Effects) unit with real-time manipulation of live video. Over one hundred pre-programmed effects will come with the first release of the Toaster with more available later. The Toaster also includes dual frame buffers (which will also work with standard 24-bit IFF RGB files such as those produced by Sculpt and Silver). Output from the Toaster is straight, 24-bit, 16-million color, broadcast-quality NTSC. \$1595.00 *NewTek*

### Interactive Video Kit

This kit for the Amiga videographer contains Sony LDP 1200 Laser Disc Player, Genlock, Sony PVM 1271Q Monitor with VIVA program. Price unavailable. *TV One Productions*

### ◆ SMPTE ◆

#### TCRG 102

Time Code Reader/Generator that does window dubbing. This professional video hardware device assigns and reads individual frame numbers for identification purposes to and from videotape. \$799.95 *Microillusions*

### ◆ SWITCHERS ◆

#### Video Toaster

The Toaster is a broadcast-quality video computer which sits inside the Amiga. It has 4 VLSI custom chips and its own RAM. It does not use Amiga output, but rather produces its own output. The Toaster will be shipped with a character-generating program, with Toaster Paint (a 24-bit paint program) & Toaster 3D due later this year. The Toaster includes a seven-channel production switcher which will switch between seven stable (i.e., camera or time-base-corrected tape) sources and provide dissolves and wipes. The Toaster is also a broadcast-quality genlock and frame grabber. The Toaster is also a DVE (Digital Video Effects) unit with real-time manipulation of live video. Over one hundred pre-programmed effects will come with the first release of the Toaster with more available later. The Toaster also includes dual frame buffers (which will also work with standard 24-bit IFF RGB files such as those produced by Sculpt and Silver). Output from the Toaster is straight, 24-bit, 16-million color, broadcast-quality NTSC. \$1595.00 *NewTek*

### ◆ TIME BASE CORRECTORS ◆

#### Living Color TBC/Digitizer option

The TBC/Digitizer option gives the Frame Buffer the ability to digitize video in full 16-million-color space as well as act as a video Time Base Corrector. Also included is the ability to shrink or zoom, move and then overlay the digitized video in real time relative to the video input on the SuperGen 2000S board. Includes Video Artist Workstation software for creating visual effects with the TBC. Price unavailable.

*Digital Creations*

#### VMachine

An infinite window Time Base Corrector with a dissolve, overlay and keying system, as well as programmable real-time digital video effects. As incoming video is digitized on channel A, it can be played out again synced with video passing through channel B. It is able to do this with VCR's and requires no other equipment. Features NTSC RS-170A compatible, Y/C compatible (VHS and Beta), Full PaintBox tools, Full Bandwidth sampling and much more. Price unavailable.

*Digital Creations*

### ◆ VIDEO ENHANCEMENT ◆

#### flickerFixer

Professional graphics enhancer uses de-interlacing and fits in the A2000 and A2500 video slot. Removes the flicker in the interlace mode and the visible scan lines in the non-interlace mode of the A2000 and A2500 display. Fully compatible and transparent to all user software. Does not modify standard Amiga video signals. NTSC video outputs may be used simultaneously with flickerFixer. Supports standard multiscanning and VGA monitors. Compatible with 4096-color HAM mode. \$595.00

*MicroWay*

#### flickerFixer Genlock Compatibility Option

The flickerFixer Genlock Compatibility Option was developed in response to the needs of Amiga video users. It allows the flickerFixer to be operated on A2000's and A2500's while simultaneously having NTSC-compatible display through the genlock and high-quality VGA-compatible display through the flickerFixer. It is a small module that piggybacks onto the flickerFixer board so it does not utilize any expansion slots. Now, both the flickerFixer and a genlock can be physically running in the same machine. \$50.00 *MicroWay*

#### MasterControl

MasterControl provides all the capability of VidControl, but will accept six discrete inputs from the gameport, as opposed to the one input used by VidControl. MasterControl provides a totally asynchronous capability to interface up to six outside discretely to Amiga software.

\$50.00 *Integral Systems*

#### Pro Video Post

Pro Video Post gives the video producer 'full screen' manipulation tools. Such tools offered in typical paint programs usually only allow rush manipulation of limited size and resolution. Using Post's unique keyboard user interface, full high resolution overscan screens are quickly reduced, enlarged, slanted, tilted, rotated, repositioned, reversed, mirrored, combined, color re-mapped, or reduced and repeated (video walled). \$399.95

*Shereff Systems, Incorporated*

#### VidControl

A typical application for VidControl in a Video production studio would involve synchronization of DeluxePaint III animations with video source from another device, via a GPI controller. VidControl supports user definable response to input signal, permitting the user to define the keyboard message that is passed to the application. VidControl also supports variable time delays between the input event and the passing of the message to the application, permitting, for instance, a video pre-roll delay. More generally, VidControl provides a general purpose input mechanism to permit the synchronization of any Amiga software package with an event in the outside world, based upon a switch closure, from a mouse, a joystick, or any other device. \$30.00 *Integral Systems*

### ◆ VIDEO PRESENTATION SYSTEMS ◆

#### Image Processing and Analysis Worksystem

Fully integrated multifunction worksystem that allows for the storage and manipulation of data. Inputs data from photographic material, 35mm slides, VHS or S-VHS videotape, still video, computer graphics, and audio sources. Data can then be manipulated, stored and output to computer, videotape, still video or hardcopy. \$18,000.00 to \$30,000.00

*Amicore International*

#### Presentation Worksystem

Fully integrated all in one workstation ideal for visual presentations. Inputs data from photographic material, 35mm slides, overhead transparencies, VHS or S-VHS videotape, still video and Amiga, IBM, or Macintosh computer graphics. Data can then be output to large screen monitors, videotape, still video or hardcopy. \$18,000.00 to \$30,000.00 *Amicore International*

#### The Producer Systems

The Producer Systems is a complete studio system, from starter to complete professional. Studios customized to your application, up to and including Targa systems. All hardware, software, furniture, set up, and training available. Call for price quote, also MIDI systems, all Amiga based. *Dimension-X, Inc./CommoTech*



# MEMORY EXPANSION



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## ◆ GENERAL ◆

### 2MB RAM Expansion

2 MB RAM expansion board for use with the Synergy Peripheral systems SCSI host/hard disk interface for the A500. Zero wait states, auto-configuring and does NOT use power from the A500. Uses 256K x 1 DRAMS.  
\$269.95 Synergy Peripheral Systems

### 512K RAM Expansion

1/2 megabyte memory expansion for A500. Available with and without clock/calendar option. Has on-board switch to switch the memory in or out without removing the board.  
\$99.95 Datel Computers

### 8-UP! (DIP)

FastRAM DIP (Dual Inline Package) is a truly Amiga-specific version of the popular 8-UP! (SIMM). Using MicroBotic's Programmable Macro Logic chips assures a zero wait state/minimal-refresh-collision memory design. Extremely low-power memory card-8MB 8-UP! (DIP) draws an astoundingly efficient 800 milliamps! All RAM is conventional, socketed 1-megabit by 1, 120ns DIP RAM. For maximum flexibility, memory space is divided into two autoconfiguring devices-PIC's. Each consists of two banks of 16 sockets. Possible memory sizes are 2, 4, 6, and 8MB. \$239.00 and up.  
MicroBotics, Inc.

### 8-UP! (SIMM) FastRAM

FastRAM card gives you 8MB of autoconfiguration space. Uses PopSimms, Microbotics's own memory module to allow users to install their own conventional DIP-style DRAM in standard SIMM sockets on 8-UP. 1MB PopSimms allows 8MB on one card. Either case allows users to install memory chips themselves, allowing maximum flexibility and minimum cost. Power efficient, zero wait state, autoconfiguring design. Supports conventional SIMM memory modules. Provides wide selection of installable RAM configurations, including the important

6MB configuration, by virtue of 8-Up's flexible two-PIC design. \$239 and up. MicroBotics, Inc.

### A1050 512K Expansion

Double the memory on your Amiga to 512K in seconds with this 256K Memory Expansion Cartridge. Installs easily behind a panel that snaps off the front of the A500. Allows the use of more sophisticated programs that require more memory. No switch setting; the Amiga automatically adjusts to the presence of the additional memory. \$199.95  
Commodore Business Machines

### A2058/2 8MB RAM Board

Two megabyte RAM expansion for the A2000 expandable to 8MB. \$799.00  
Commodore Business Machines

### Alegra

Compact memory expansion unit for the A1000. 2MB. \$699.00 Access Associates

### Ammeg I A1000

Memory expansion for the A1000. 1 meg of memory. External. Zero wait state design, auto-configuration under 1.2. Populated board available. 0K Board \$163.95 Kline-Tronics

### AX 1000/AX 2000 RAM Board

The AX1000/AX2000 is an auto-config one or two meg RAM board for the A1000. Both have full pass-through on the expansion bus, allowing multiple expansion devices to be connected, allowing to expand the A1000 system as the need arises. \$549.00; \$899.00 Canadian  
Comspec Communications

### Byte Box

Expands the Amiga's memory to 2MB. Has own power supply. Unpopulated: \$299.95; 512K: \$399.95; 1 MB: \$499.95; 2MB: \$699.95  
Byte by Byte

### CSI 8800

Minimax-2 internal RAM expansion allows you to expand the A500 up to a total of 2.5MB internally. Minimax-2 expansion board is available in four configuration levels: with 512K, 1 MB, 1.5MB, or 2.0MB memory; equivalent to four, eight, twelve, or sixteen inserted 514256 memory chips. Keeps your expansion slot on side free. Expansion RAM disable switch, for older software programs

incompatible with extra memory. RAM-test software included. Real-time clock on board with battery backup. Amiga automatically recognizes extra memory. \$179.00  
Centaur Software Inc.

### DRAM-256-1M

1MB dynamic RAM for the MEM-1139. \$595.00 CSA/Computer System Assoc.

### EXP-1000

1MB, internal RAM board for the A500. \$299.95 with 0K installed or \$424.95 w/1 MB.  
Progressive Peripherals & Software

### EXP-8000+

2, 4, and 8MB expansion board for A500. Has coprocessor sockets for adding a 68010 or 16-25 MHz 68881 coprocessor. \$399.95 (0K), or \$629.95 w/2MB installed.  
Progressive Peripherals & Software

### FastRAM

FastRAM board for the A1000. Order #FR10. \$99.95 Xetec, Inc

### FastRAM

FastRAM board for the SA-5 host adaptor allows memory expansion to 8MB using FastSimms modules. (FastSimms modules may be purchased separately.) For the A500. Order #FR5 \$99.95  
Xetec, Inc

### FastSimms

1MB SIMM memory module with zero wait-state 100 ns access speed. Order #FTS-001. Xetec, Inc

### IN1000 1.5MB Internal RAM Expansion

Model IN1000 is an internal memory expansion guard with clock for the A1000. Includes battery-backed time/calendar, and is autoconfigurable from 512K to 1.5MB in half-MB increments. Available 0K, fully socketed, uses 256K x 1 DRAMS, and includes software support disk with test and utility programs. \$289.00  
Spirit Technology Corp.

### IN500 1.5MB RAM Expansion

IN500 for A500 utilizes 256K x 1 DRAMS, 150ns or faster. Expandable from 0K to 0.5MB, 1.0MB and 1.5MB. Operational modes: Autoconfig with RAM on/off or addmem. Addmem adds a full 1.5MB FastRAM to existing Amiga RAM. Optional





# MEMORY EXPANSION

plug-in battery-backed clock/calendar for \$39.00. \$289.00 *Spirit Technology Corp.*

## Insider for A1000

Adds 1MB to the A1000. Features FastRAM, clock/calendar, 10-year battery. Fits inside the Amiga case. \$375.00; \$150.00 with 0K *Michigan Software*

## Kwikstart Plus for A1000

Gives you an additional 256K to use when running under the 1.3 system, puts the new Amiga 1.3 Kickstart in ROM. \$169.95 *Michigan Software*

## M103 Memory Expansion

256K standard internal expansion for the A1000. Socketed memory; available populated and unpopulated. \$149.95 populated; \$59.95 unpopulated. *MicroBotics, Inc.*

## Maxi Megs

2MB internal RAM board for the A500. *M.A.S.T. Memory and Storage Technology, Inc.*

## MegaBoard 2000

Provides the A2000 with 1 or 2MB of internal RAM. The MegaBoard 2000 is fully auto-configuring with a high speed discrete RAM controller which provides a no-wait state; uses only one expansion slot and has built-in hardware refresh. Extensive test software and a complete installation manual make the MegaBoard 2000 a snap to install. \$599.95 *Progressive Peripherals & Software*

## Memory Board M2000

Memory board for HURRICANE 2000 and HURRICANE 2800 accelerator boards. Uses standard 256 x 4 memory chips 80 ns, max. of 4MB or 1024 x 4 memory chips, max. of 16MB. The M2000 connects to the HURRICANE board and does not require a separate slot. \$390.00 *IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

## MEMORY for Amiga

Memory expansion for the A500, A1000, and A2000. For the A500 we offer 1/2 to 8MB of internal and external (leftside) memory. For the A1000, we offer 1/4 to 8MB of internal and external (rightside, frontside) memory. And for the A2000, we offer 1/2 to 8MB of internal memory expansion. \$119.95 to \$799.95 *Skyles Electric Works*

## Meta4

Meta4 is a 0 wait state memory expansion card for the A2000. Using state of the art SIMM memory modules, either 512K, 1MB, 2MB, or 4MB of RAM may be plugged into Meta4's 4 low profile sockets. The 512K and 1MB increments are available using 256K x 8 SIMMs while 2MB and

4MB increments are available using 1MB x 8 SIMMs. Meta4 measures in at 1/2 the length of a standard Amiga card and is specially designed to fit in their Trumpcard 500 enclosure along with the Trumpcard SCSI disk controller and the SCSI disk drive. Power consumption is kept to a bare minimum with smart refresh circuitry that draws less than 1 amp when fully populated with 4 megabytes of RAM, and fully loaded, Mega4 consumes less than 5 watts. 512K: \$329.95, 1MB: \$479.95, 2MB: \$579.95, 4MB: \$949.95 *Interactive Video Systems*

## MiniMegs Plus

8 megabyte external. FastRAM board for A500 and A1000. 70, 80, or 100 ns-compatible with Infinity Machine memory. Can convert to 16 or 32-bit wide memory. 12-month warranty. Price dictated by memory chip pricing. *M.A.S.T. Memory and Storage Technology, Inc.*

## MiniMegs™

2 Megabyte external RAM board for A500 and A1000. Snaps onto external bus port. FastRAM. Zero wait states. Low power pocket size. Autoconfigures. RAM tachometer. 512K, 1MB and 2MB. 12-month warranty on board. \$199.00 *M.A.S.T. Memory and Storage Technology, Inc.*

## Octabyte

Octabyte is available with 0 to 8MB (in 2MB increments). The Octabyte 8MB board is an autoconfiguring, 0 wait state board. Easy to install. Includes software disk with test and utility programs. \$289.00 *Spirit Technology Corp.*

## Octo-Plus

8MB fastRAM for A2000. Zero wait states, Autoconfigure. 2MB (\$269.00), 4MB (\$469.00), 6MB (\$629.00), or 8MB (\$749.00) low power. 12-month warranty. *M.A.S.T. Memory and Storage Technology, Inc.*

## ProRAM 2000

An affordable 8MB internal RAM expansion board for the A2000. Power to spare for memory-intensive programs. User-upgradeable in economical 2MB increments; fully auto-configuring to 2, 4, 6 or 8MB. Uses affordable 1MB DRAM chips. Available unpopulated. \$649.95 with 2MB installed. *Progressive Peripherals & Software*

## ProRam 1.8

The Imtronics ProRam is a new full A501 compatible memory expansion board for the A500. Populated with 512K, you can just plug it in the memory expansion slot of your A500 and go, but when you plug in the included adapter socket for the Gary chip, you can populate the ProRam expansion board with up to 1.8MB full autoconfiguring memory in steps of 512K. The ProRam works under Kickstart 1.2 or 1.3 and

comes with a battery-backed clock. The on/off switch provided prevents problems caused by many games. \$149.00 *IMTRONICS, Inc.*  
*please see display ads page 7 & rear cover*

## RE 2000

The RE2000 is a full-sized A2000 card that increases system memory up to 2MB. Available in increments of 0K, 1MB, and 2MB using standard PC type RAM chips (265K x 1). \$198.00/\$496.00/\$799.00 *CSA/Computer System Assoc.*

## Rejuvenator

For the A1000, the Rejuvenator offers compatibility for the new Fat Agnus as well as the new Super Denise, 1.4 ROM and a video port as in the A2000. Also adds battery-backed clock. Also available with Super Agnus. \$419.95 *Expert Services*

## SIN500

Internal Memory Expansion for A500. The SIN500 is autoconfigurable from 512K to 1MB and 2MB. It is 100% compatible with the A501 card and Fatter Agnus. Includes software support disk with test and utility programs. The 2MB SIN board includes an on-board power socket for an optional external power supply, required only if the A500 power supply budget is exceeded by use of several other accessories (e.g., hard drives, modems, etc.). \$289.00 *Spirit Technology Corp.*

## StarBoard 2

Memory expansion for the A1000. Up to 2MB of zero-wait state auto-configuring FastRAM. Accepts either of two daughterboard modules: The original Multi-Function Module or the brand new SCSI module. Bus-powered. Passes the bus on; A1000 can power two fully-loaded StarBoard 2's. \$339.00 *MicroBotics, Inc.*

## StarBoard 2/500

Memory expansion for the A500. Up to 2 MB FastRAM. Includes independent power supply. Accepts either of the StarBoard modules (MultiFunction or StarDrive SCSI module). \$339.00 *MicroBotics, Inc.*

## StarBoard 2/SB 2000 (adapted)

Memory/multifunction expansion for the A2000 (adapted from the A1000 versions). \$339.00+ *MicroBotics, Inc.*

## SupraDrive™ RAM

### Expansion Module for A500

2MB RAM upgrade for A500 Supra Drives or Supra SCSI interfaces. Installs in the interface, powers from hard disk. \$399.00 *Supra Corporation*



# MEMORY EXPANSION



## SupraRAM™ 2000

RAM board for the A2000. Easy to expand. Zero wait states and hidden refresh. Four-layer board reduces noise and improves reliability. Made in the USA.

2MB	\$ 399.00
4MB	599.00
6MB	749.00
8MB	899.00

Supra Corporation

## ToolBox 2 MB Memory Board

This memory board contains 2MB of the new 1MB chips in dip sockets. Allows expansion up to 8MB in increments of 4, 6, 8MB. Guaranteed to work in the ToolBox on either A500/A1000. Low power usage. \$569.95  
*Expansion Technologies*

## ToolBox Memory Board

This memory board accepts the new 1 megabit chips in dip sockets. Allows expansion up to 8MB in increments of 2, 4, 6, 8MB. Guaranteed to work in the ToolBox on either A500/A1000. Low power usage. \$239.95  
*Expansion Technologies*

## X-RAM, 8.0MB External Expansion RAM

External plug-in board for the A500 and A1000 is the same in all features as the Octabyte. The board is enclosed in low profile Amiga matching metal chassis. Externally powered, DC 110/60 or 220/50 power supply, \$21.00. \$319.00  
*Spirit Technology Corp.*

## ♦ 32-BIT MEMORY EXPANSION ♦

### 08M2000

Memory board for the H2000 and H2800. \$498.00  
*IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### DRAM

DRAM controller for H500. \$35.00  
*IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### FastPac™ A2000

32-bit SRAM boards utilize up to 1.5 MB of fast, reliable static memory chips. FastPac boards also feature Kickstart 1.2.2 in high-speed ROM, and are designed to avoid fresh conflict problems which could slow down system speed. Interface directly to CSA's proprietary V-Bus CSA's 32-bit 14MHz SRAM boards operate at twice the frequency of the Amiga's internal memory and out-perform 16-bit 7MHz RAM by as much as 200%. \$1295.00  
*CSA/Computer System Assoc.*

### Infinity Machine

68030 subsystem for A500 and A1000. Capable of 1 to 64MB of 32-bit wide memory. Has SCSI controller in base module. 16 to 50MHz

operation. Math coprocessor Kickstart ROM. Will run Kickstart in 32-bit RAM. Plugs into external bus port. Switches between 16 and 32-bit. 12-month warranty. Base module including SCSI controller \$299.00

*M.A.S.T. Memory and Storage Technology, Inc.*

### MEM-1139

32-bit dynamic RAM board without DRAM. \$695.00  
*IMTRONICS, Inc.*

*please see display ads page 7 & rear cover*

### MEM-993

32-bit static RAM board without SRAM. \$595.00  
*CSA/Computer System Assoc.*

### Pico Megs

32-bit, 2-megabyte memory module for M.A.S.T. Infinity Machine. Market Price  
*M.A.S.T. Memory and Storage Technology, Inc.*

## ♦ BATTERY BACKUP MEMORY ♦

### Batt Disk for A2000

Provides a fast, nonvolatile RAM disk that you can boot from. Survives powerdown. Memory sized range from 64K (standard) to 512K. Battery life to exceed 2 years. Will autoboot to FFS. Hardware write-protected to prevent a crash from trashing your data. Possible uses are: Autoboot to a non-autoboot HD; put commonly used programs in Batt Disk to preserve user memory; use for development (i.e., source code in fast, Guru-safe RAM device). Call for information.  
*Michigan Software*

### Stramdisk

Static RAM card w/battery back-up support. Autoconfigures. Auto cold boots. Load up your favorite boot software or operating system. Have it instantly available when you power up or reboot your Amiga. Available in 0K, 256K, 1MB, and 4MB. Plugs into A2000 or BusExpander™.  
*Bill's Boards*

## ♦ MEMORY EXPANSION W/CLOCK ♦

### A501 RAM Expander

Expansion inboard 512K memory and clock module, expands your A500 to 1 MB and keeps it up to date. \$199.95  
*Commodore Business Machines*

### Am512

A501 clone. 512K Memory/Real Time Expansion Board for the A500 computer. Uses a 10-year Lithium battery. Bare PC board for \$15.00. (See *Amazing Computing V5.6 for construction article.*)  
*AmTek*

### Easy512

Interanal memory expansion for Amiga 500. 100% A501 compatible enclosed in a metal shield case with FCC approval, battery backed real time clock, easy installation. \$75.00  
*IMTRONICS, Inc.*  
*please see display ads page 7 & rear cover*

### EXP-512

512K clock/calendar board for the A500. \$169.95  
*Progressive Peripherals & Software*

### MICROMECS

Ultimate low power 512K internal RAM expansion. A501 clone. Uses 1MB DRAMS. Battery-backed clock/calendar. Small size. Fits under A500. User-installable. 12-month warranty. \$109.00  
*M.A.S.T. Memory and Storage Technology, Inc.*

### R 502-U

Internal RAM card for A500 computer with realtime battery backed-up clock. This unit mounts where the regular 501 card mounts. \$160.00  
*Coruym International*

### RamWorks 500

512K internal memory card and clock card for the Amiga 500, boosting the computer's available RAM to 1MB. The built-in clock function automatically time and date stamps your files. Design incorporates 256K X 1 chips. Included is a graphical diagnostic program that checks for bad or improperly seated chips. 5-year warranty. \$99.00  
*Applied Engineering*

### SupraRAM 500

For the A500. Easy-to-install internal 0.5MB RAM upgrade with clock. Mounts in expansion slot on bottom of case. \$99.95  
*Supra Corporation*

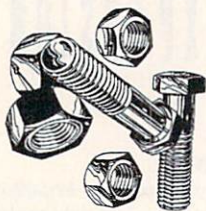
### Trapper, A500 512K RAM Expansion

Trapper features A500 trapdoor 512K expansion card, and quick and easy plug-in installation. It is 100% compatible with the A501 expansion card from Commodore, as well as with the Fatter Agnus upgrade chip. Includes battery-backed time/calendar and 256K x 1 and 256 x 4 board versions are available OK or populated. \$69.00  
*Spirit Technology Corp.*

### WIZRAM 2.0 memory expansion

Memory expansion for the Amiga 500. Enclosed in a metal shield case and FCC approved. Compatible with both FatAgnus and FatterAgnus chip. 100% A501-compatible. Included battery-backed clock. External on/off switch. User upgradable to 2MB. \$159.00  
*IMTRONICS, Inc.*  
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## ◆ BACK-UP HARDWARE ◆

### Action Replay

A utility cartridge for the Amiga 500. Action replay plugs into your expansion port allows you to simply freeze just about any program. The program in memory can then simply be saved to disk. Use the special infinite life/fuel/ammo generator for most any game. A powerful machine code freezer monitor with many, many other features. \$99.00  
*Coast To Coast Technologies*

### Synchro Express

Synchro Express is a powerful disk copier, giving you the facility to backup disks using the MFM/

TTL techniques used by commercial duplicators. In most cases, copies in under 50 seconds.  
\$69.99 *Coast To Coast Technologies*

## ◆ BRIDGEBOARD ◆

### A-Max

Allows your Amiga to run most Macintosh productivity software. Cartridge plugs into the Amiga's external disk drive port and has connectors for an Apple 800K external drive and additional Amiga drives. Uses all available Amiga RAM during Mac simulation. Includes transfer software to convert files from Amiga DOS to and from A-Max and Mac disk formats. Runs HyperCard and has built-in recoverable bootable RAM disk. \$199.95 *ReadySoft Inc.*

### A2088D Bridgeboard

Provides 8088 coprocessor system with IBM™ PC/XT compatibility to bridge the Amiga and DOS worlds. Plug into one of the combined Amiga and PC system bus slots to run IBM PC-compatible software while running Amiga tasks. Comes with external 5.25 drive. Up to 3 external floppy drives; 3 IBM-compatible full-size slots available for hard disk controller, communication adapter, graphics adapter. Software: MS/DOS®, GW BASIC® 3.2. Fast dual port memory, full speed CPU access during system DMA. \$699.95  
*Commodore Business Machines*

### A2286D

Bridge the Amiga and MS-DOS worlds. AT Emulator kit comes with internal 1.2MB 5.25 inch disk drive. \$1495.00  
*Commodore Business Machines*

### Amiga-a-Tosh

3.5 external MAC floppy drive for use with AMAX by Readysoft or other MAC emulation devices on the Amiga. Plugs directly into AMAX. 100% compatible. 12-month warranty. Slim-line, low powered. \$199.00  
*M.A.S.T. Memory and Storage Technology, Inc.*

### Amiga-a-Tosh Plus

Macintosh compatible floppy drive which plugs directly into the Amiga. Compatible with several Macintosh software emulators where copyright permits. Has pass-through for an Amiga drive. 12-month warranty. \$249.00  
*M.A.S.T. Memory and Storage Technology, Inc.*

### Bridge Drive Commander+

Gives all Bridgeboard owners direct access to all built-in and add-on Amiga floppy drives from the

Bridgeboard (as 720K drives), and direct access to 360K and 720K IBM-compatible drives from AmigaDOS. Bridgeboards can boot from 3-1/2 Amiga drives. Requires no software or memory, and attaches to the internal floppy drive connector rather than taking up a slot. Disk access is fully transparent and automatic. Floppies are completely usable by other Amiga and IBM-compatible computers. Allows low-cost IBM drives to be used as Amiga external drives. DF1 can be made external. Compatible with all software, hard disks, accelerator boards, etc.  
\$97.50 *MJ Systems*

### Bridgeboard Speaker Kit

A low-cost, simple solution that enables the PC Emulator to speak, the Bridgeboard Speaker Kit comes complete with pre-assembled hardware, easy-to-follow, do-it-yourself installation instructions, and a full one-year warranty.  
\$24.95 *Computers, Etc!*

### PC-Elevator 386

Provides 80386-powered PC compatibility to any Amiga with a Commodore Bridgeport, delivering 12 times the speed of Bridgeboard alone. Installs by plugging into a PC-type expansion slot. Includes 1MB of high speed zero wait state DRAM, as well as RAM disk and disk cache software. The flexible Memory Management utility allows you to use all the memory already in your system, including Bridgeboard memory.  
\$1795.00 *Applied Reasoning Corp.*

## ◆ CABLES ◆

### CA-4920 SCSI 2 Drive

SCSI, 50-pin flat ribbon, 36 Daisy Chain \$9.00  
*Benetech Electronic Supply*  
*please see display ad next page*

### CA-2000 Malibu Cards

A2000 SCSI Controller card with room to mount any standard 3.5-inch hard disk. Optional 2 & 4 megabyte RAM board that auto configures and utilizes easy-to-install SIMM's. Auto configures under V1.2 & 1.3 of Workbench. Autoboot from hard disk under V1.3 of Workbench. Complete hard disk installation utilities and expandable. Mac style DB25 SCSI external connector and 16-bit fast data transfers. *California Access*

### D-23P

23-pin connector, solder type. Specify Gender (Male/Female) \$1.50 *Benetech Electronic Supply*  
*please see display ad next page*



# MISCELLANEOUS HARDWARE



## D-23S

23-pin connector, solder type. Specify Gender (Male/Female) \$1.70 *Benetech Electronic Supply*  
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## S-View

An S-Video cable for the Amiga. Whether you're recording on Super-VHS, ED-Beta, Hi8 or presenting your Amiga on a large screen, S-Video monitor, you need S-View. Improves image by eliminating cross-color interference inherent in the NTSC composite video system. Reduces shadows, dot crawl and color smear. S-View is compatible with all Amiga S-Video encoders including CMI's V series, C-LTD's C-View II and Communications Specialties' GenOne. Provides an 8-foot cable. \$79.95 *Software Sensations*

## Standard SCSI Cable- CA-4910

SCSI, 50-pin, 24 Flat ribbon cable. \$7.50  
*Benetech Electronic Supply*  
please see display ad this page

## Transvestor 1000

Parallel port adaptor cable that attaches to the A1000 to allow the use of products designed for the A500 and A2000's parallel ports.  
\$19.95 *Amicore International*

## ◆ CHIPS ◆

### 1.3 ROM

For the A500 and A2000. Contains 1.3 Kickstart.  
\$45.65 *Commodore Business Machines*

### 68020 -16

16 MHz 68020 for H500 or H2000 boards.  
\$179.00 *IMTRONICS, Inc.*  
please see display ad back cover

### 68020-33

33 MHz 68020 for accelerators boards. Slower speeds are available at lower prices.  
\$80.00 *The Krueger Company*

### 68030-25

25MHz 68030 for H2800 board.  
\$498.00 *IMTRONICS, Inc.*  
please see display ad back cover

### 68030-16

16 MHz 68030 for accelerator boards. Other microprocessors and support chips also are available. \$45.00 *The Krueger Company*

### 68881 -16

16 MHz 68881 math coprocessor (for all accelerators). \$169.00 *IMTRONICS, Inc.*  
please see display ad back cover

### 68881 -20

20MHz 68881 math coprocessor (for all accelerators). \$265.00 *IMTRONICS, Inc.*  
please see display ad back cover

### 68882 -25

25MHz 68881 math coprocessor (for all accelerators). \$549.00 *IMTRONICS, Inc.*  
please see display ad back cover

## D RAMs and Video RAMs

Refurbished 1 MEG x 1, 256K x 4, 64K x 4, and 64K x 1 DRAMs and Video RAMs are available in DIP, ZIP, and surface mount packages at a fraction of new prices. All parts are guaranteed. Price and availability may change daily so call with your memory expansion requirements. *The Krueger Company*

## Fat Agnus Chip

New Fat Agnus will address 1 meg of chip RAM (if available) \$130.00  
*Commodore Business Machines*

### MC68020-12MHz

12 MHz 68020 processor for CSA accelerator boards. \$275.00 *CSA/Computer System Assc.*

### MC68020-16MHz

16 MHz 68020 processor for CSA accelerator boards. \$475.00 *CSA/Computer System Assc.*

### MC68030-16

16 MHz 68030 processor for CSA accelerator boards. \$995.00 *CSA/Computer System Assc.*

### MC68881-12 MHz

12 MHz 68881 math coprocessor for CSA accelerator boards. \$225.00  
*CSA/Computer System Assc.*

### MC68881-20 MHz

20 MHz 68881 math coprocessor for CSA accelerator boards. \$595.00  
*CSA/Computer System Assc.*

### MC68882-16

16 MHz 68882 math coprocessor for CSA accelerator boards. \$595.00  
*CSA/Computer System Assc.*

### MC68882-20

20 MHz 68882 math coprocessor for CSA accelerator boards. \$875.00  
*CSA/Computer System Assc.*

### MC68882-25

25 MHz 68882 math coprocessor for CSA accelerator boards. \$995.00  
*CSA/Computer System Assc.*

## SRAM-1M

1MB static RAM for the MEM-993.  
\$1295.00 *CSA/Computer System Assc.*

## SRAM-512

512K static RAM for the MEM-993.  
\$495.00 *CSA/Computer System Assc.*

## Static RAMs

Refurbished Static RAMs and Pseudostatic RAMs are available in DIP and surface mount packages at a fraction of new prices. All parts are

guaranteed. 128Kx 8 (1 meg) Pseudostatic RAMs in flat packs can be obtained for \$4.00. \$4.00  
*The Krueger Company*

## ◆ CLOCKS ◆

### MouseTime for A1000

Battery-backed mouse port clock passes the port through for joysticks and other devices. Uses low-cost AAA batteries. Battery lasts 18 to 24 months. \$39.95 *MicroBotics, Inc.*

## ◆ COMPUTER SYSTEMS ◆

### A2000 Amiga

Features Motorola 68000; 16/32-bit; 1 MB RAM standard (internally expandable up to 8 MB); 256 KB ROM (includes Kickstart 1.3). 1-slot Amiga CPU bus; 5-slot Amiga system bus with autoconfig feature; 3-slot PC bus; 1 video slot. Keyboard with 10 function keys; two-button mouse. Built-in 3.5 disk drive (880 KB formatted); mounting locations for optional 3.5 drive; 5.25 disk drive. Video: 400 lines vertical frequency 60 Hz (B&W NTSC output; analog RGB out; 4 independent sound channels; built-in English text-to speech device, much more.  
\$1899.00 *Commodore Business Machines*

### A2000HD Amiga

Same as the A2000 but with a built-in 40 MB hard drive. \$2699.00 *Commodore Business Machines*

### A2500 Amiga

The same as the A2000HD but with 14.3 MHz 68020 (in addition to the 68000). 1 MB 16-bit RAM and 2 MB 32-bit RAM. Also has a built-in 40 Meg hard drive. \$3999.00  
*Commodore Business Machines*

### A2500/30

Runs at 25MHz with 2MB of 32-bit RAM

## WE STOCK CONNECTORS

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MINI DINS

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## MISCELLANEOUS HARDWARE

(expandable to 4MB) and features a 25MHz 68882 math coprocessor, a 68851 memory management unit, 1MB of 16-bit chip RAM; a built-in 880K 3.5-inch floppy disk drive; a pre-configured, high performance 40MB hard disk drive and autobooting SCSI hard disk controller; custom sound, animation and graphics chips; RS232 serial and parallel connectors; and two RCA-type audio output jacks. Special features that give users an unparalleled flexibility advantage are two optional bridgeboards allowing the A2500/30 to run both MS-DOS® hardware and software. Amiga A2000 family owners can upgrade their existing machines by purchasing a 2630 card from an authorized dealer. \$4699.00

*Commodore Business Machines*

### A500 Amiga

Features Motorola 68000; 16/32-bit; 512KB RAM standard, 1MB RAM with optional internal memory expansion A501. Externally expandable to 8MB RAM (with AutoConfig). 256K ROM (includes Kickstart 1.3). Keyboard includes 10 function keys, two-button mouse. Drives: built-in 3.5 disk drive (capacity 880KB formatted); maximum 1 external 3.5 drive and 1 additional 5.25 drive. Video: 400 lines; graphic coprocessor with beam synched draw. Four independent sound channels, sound buffer, and much more. \$799.00 *Commodore Business Machines*

### Future Touch Integrated Touch Screen Systems

Kiosk containing A2000 computer, 3 1/2 floppy drive, 1 meg RAM and 13 Color RGB Touch Screen Monitor. Kiosk stands 4' tall and occupies 20 x 21 foot print. The kiosk houses all equipment, including monitor and has its own separate surge protector on/off control and fan for increased reliability. The package comes with all the software necessary to provide touch input as an alternate to mouse input. \$3495.00 *Amigo Business Computers*

### Profit Enhancement Center

Provides all hardware and software for POS, inventory control and full accounting. \$3,599.00 for 1 POS station w/ cash drawer; \$6,999.00 for 1 POS & 1 back office station. *Clockwork Computers*

### The Producer Systems

Complete studio systems, from starter to complete professional studios customized to your application up to and including Targa systems, all hardware, software, furniture, set up, and training available. Call for price quote, also MIDI systems all Amiga based. *Dimension-X, Inc./CommoTech*

## ♦ EDUCATION ♦

### Amiga Video Microscope System

Special microscope/interface plugs into genlock to be used with titling or paint software to enhance presentations in science classroom. Comes with classroom activities. Call for information. *Mr. Horan's Computer Lab*

### Light Writer Overhead Projection System

Overhead projection system that includes stylus-driven pad for overwriting/enhancing projected video. Ideal for corporate training and educational settings. Call for information.

*Mr. Horan's Computer Lab*

## ♦ ENTERTAINMENT ♦

### 4-Player Adaptor Cable

Connects up to four joysticks at one time. You can play two players against two, or field a team of up to three against the computer. To be used with MicroDeal's International Soccer, Leatherneck, and other future games.

\$14.95 *MichTron/Microdeal*

### Actionware Light Phaser

The first light gun for the home computer entertainment market. Designed to work with such action-packed games as Capone, P.O.W., Creature, and more. More light gun games are under development. \$49.95 *Actionware*

### AMIGA/MOUSESTICK

The Gravis Mousestick is an opto-mechanical mouse/joystick combination. With 1200 lines of resolution, and a 16K ROM processing unit, it is premium games device. The Mousestick editing program gives you complete control over response, speed, fire rate, and many other functions. It even provides that 'analog feel' for flight simulation software. Four of your favorite settings can be set and one can even be set as start-up, allowing you to start playing the game right away. The mousestick includes many of the outstanding features developed by Gravis for their switch joystick, such as the foam-padded pistol-grip handle, adjustable handle tension, and three micro-switch firing buttons. The mousestick also carries Gravis' one-year no-nonsense warranty. \$99.95

*Advanced Gravis Computer Technology Ltd.*

### Dual Gun Adaptor

The Dual Gun Adapter is designed specifically for Actionware games which use the Actionware Light Gun. By using the Adapter the player can use two guns at once or allow a partner to join in the fun. For A500 and A2000 only.

\$39.95 *Actionware*

### STIK-FOOT™

STIK-FOOT™ is a flat, non-skid joystick base (9x12-inch, smoky transparent plastic) that can be attached to any joystick having a flat base or suction cups. It makes the joystick easier to use by allowing one-handed operation in any position, allows simultaneous use of the joystick and keyboard, prevents damage to furniture, and is easy to install. It can be semi permanently attached to a joystick using adhesive squares. Model RSF-110 is attached with hook-and-loop fastening tape, and may be removed and reattached repeatedly. Don't clamp your joystick to the desk, use STIK-FOOT™ \$5.99

*The Softwaresmith*

### Stik-Gripper™

Stik-Gripper™ is a solid steel joystick clamp which is totally adjustable to fit a wide variety of

joysticks. It allows one-handed joystick operation by clamping the joystick to a table top. Excellent for those games requiring both keyboard and joystick control (flight simulators, etc.) as you can control both at the same time, thus giving games that true arcade feel.

\$18.95 *Duggan DeZign Inc.*

### Ultimate Superstick®

The Ultimate™ Superstick is an Arcade-style Controller that features 8-directional micro switch controls and 2 independent Dial-A-Speed™ autofires—permitting as many as 30 shoots per second! The Ultimate™ also comes with two sets of fire/jump buttons, each with its own operating L.E.D., making it versatile for left and right handed players. The Ultimate™ has five suction cups allowing it to be mounted firmly on any smooth surface, and comes with a 10-foot cord allowing the gamer to play from a greater distance. \$39.95 *Beeshu, Inc.*

### Uzzi Interface

Makes gaming more fun. Plugs in between your computer and your joystick, and allows you to switch between standard and rapid-fire mode. In rapid-fire mode bullets (or whatever ammo being used) will rain down upon your enemy. Adjust fire rate from 1 to 20 times per second.

\$34.95 *Micro Momentum, Inc.*

### Zoomer™

Zoomer™ is a console-type controller that was designed to improve scores in every type of playing situation: Cycles, 4 Wheelers, Racing games, and Air Combat games. The wheel can be turned right or left and can be tilted up or down, with 2 Dial-A-Speed auto-fire buttons built into the handle. A 10-foot cord and four super strong suction feet allow for easy mounting on any smooth surface. \$49.95 *Beeshu, Inc.*

## ♦ ENTERTAINMENT/JOYSTICKS ♦

### EPYX 500XJ Joystick

Compact joystick with special grip and trigger-finger firing. \$19.95 *EPYX*

### Ergostick

A soft, pliable ergonomically engineered joystick that comfortably fits your hand. State-of-the-art micro switches, super sensitive touch control.

\$24.99 *Suncom*

### Gravis Switch Joystick

The Gravis switch joystick 'Advances the Art' of joystick control with a full-sized, foam-padded, pistol-grip handle, and adjustable handle tension. Turbo-fire is a new feature on each of the three buttons, providing even faster response and a greater degree of control. The joystick is a durable and versatile enough to handle today's wide range of software—from the precision & control required for flight & driving simulations to the frantic and hard-hitting pace involved with the action-packed arcade type software. Another new feature is the automatic trigger point adjustment of the tension wheel. The reaction time is faster for arcade-type games and control is greater for the simulation software. The Gravis Switch Joystick carries a One-year, no-nonsense



# MISCELLANEOUS HARDWARE



warranty promising dependable, long-lasting, hassle-free use. \$49.95  
*Advanced Gravis Computer Technology Ltd.*

## Hot Stuff®

Choosing your personalized color may be your toughest decision with Hot Stuff®, a highly interactive joystick that will improve the precision of your play as well as your scores. Grab hold of the Pistol-Grip and fire away. The handle is topped off with two trigger buttons with a second set of fire buttons located on the base. Hot Stuff® sports an auto-fire switch as well as four super suction feet on its base. Available in pink, blue, green, or yellow.  
\$10.99 *Beeshu, Inc.*

## Powerplayers Joystick

Trigger-style joystick that allows easy maneuverability and rapid firepower.  
\$29.99 *Mindscape Inc.*

## Starcursor Professional Joystick System

A professional-quality joystick. Manufactured in Australia by a company world-famous for their professional arcade joysticks. Switchable 4-way and 8-way action. Complete with 3-year warranty. Works with all Amigas, Commodore 64's and 128's as well as Atari's.  
\$49.95 *Micro Momentum, Inc.*

## Tac-30

A competition grade joystick featuring fixed auto-fire and three fire buttons for speed, comfort and better reaction time. Has silent micro-switches and precision, aircraft-style grip.  
\$16.99 *Suncom*

## Tac-50

A competition grade joystick, featuring variable auto-fire and 4 fire buttons for speed, has digital microswitches array technology, providing tactile and audible feedback. Includes trigger fire grip for precise control. Lifetime warranty.  
\$19.99 *Suncom*

## The MouseStick Controller

Supports two-way communication through the ADB port, and has a full cdev (control panel device). The cdev allows the user to save custom settings for the MouseStick by application. The MouseStick consists of two components: an optomechanical joystick with 1200 count resolution, coupled with a separate controller unit called the GMPU. The improvements in the new MouseStick are contained in a new ROM chip, meaning that owners of the earlier version of the MouseStick can easily upgrade (free of charge) simply by replacing their existing chip.  
\$129.95  
*Advanced Gravis Computer Technology Ltd.*

Compatible with the INMOS B004 development board. Including AFSERVER software. 399  
Duetschemarks *Advanced Computer Design*

## N.E.S. AM300A Amiga 500/100 Prototype Board

Prototyping board for use with the A500 or A1000. Same specs as AM-200A Prototyping board. \$49.95 *N.E.S. Corp.*

## N.E.S. AM-400A Amiga 2000 Video Slot Prototyping Board

Prototyping board for use in the A2000 video slot. \$59.95 *N.E.S. Corp.*

## N.E.S. AM200A Amiga Prototyping Extender Board

Prototype board for use with the A2000.  
\$49.95 *N.E.S. Corp.*

## N.E.S. AM201A Amiga Prototyping Extender Board

Extender board for use with AM-200A Prototyping board. \$49.95 *N.E.S. Corp.*

## N.E.S. AM400A Amiga 2000 Co-Processor Prototyping Board

Prototyping board to use in the A2000 coprocessor slot. \$59.95 *N.E.S. Corp.*

## Prototyping Board for the Amiga 2000/2500

Fits in the ZORRO II and AT slot for you to build your own applications. All golden plated. 5000 holes 1mm/2.54mm. \$79.00  
*Pre'spect Technics Inc.*

## Zorro II Prototyping Board

Prototype board for the A2000. Allows developers, engineers, and dedicated hobbyists to build, test, and debug custom hardware before developing a custom printed circuit board. Two-sided board designed for maximum flexibility and has over 4400 plated through holes on a 0.1 grid. Main prototyping area accepts IC's in DIP packages with as many as 64 pins and IC's in PGA packages as large as 14 x 14 pins. I/O connector pattern and mounting bracket designed for D connectors with up to 25 pins. \$49.95  
*Celestial Systems*

## ♦ FAX-SSTV ♦

### Amiga Video Terminal (AVT) System

The AVT system utilizes the graphics capabilities of the Amiga to transmit and receive high-resolution facsimile and slow-scan television images. Received images can be printed on any Amiga printer or saved on a disk file. A unique capability of the AVT mode is the 400 Hz bandwidths, instead of the conventional 1100 or 1200 Hz SSTV bandwidths. If used in conjunction with a CW filter and IF shift, this drastically improves the signal-to-noise ratio enabling clearer reception of weak signals. Further, all video information is crystal-locked at both the transmitting and receiving stations at the start of each frame eliminating misalignment. Another unique feature of the AVT system is its ability to send high-speed color images over the one lines

to similarly-equipped AVT system stations. There's also telephone ring detector and auto answer. \$299.95  
*Advanced Electronic Applications, Inc.*

## ♦ GRAPHICS HARDWARE ♦

### Enhanced Sharp JX-730 Printer Driver with palettes

The Amiga printer driver is for use with the Sharp JX-730 color Ink-Jet Printer. The printed output can be varied from light to dark using the density control in Preferences. Density 1 produces the darkest printout. This driver is internally color corrected and no longer requires using color correction Preferences. Colors are processed so that printed colors are better matched to screen colors (i.e. blue on screen prints as blue on paper, not as purple).  
*GlassCanvas Productions, Inc.*

### Enhanced Xerox 4020 Printer Driver with Palettes or pictures

The Amiga printer driver is for use with the Xerox 4020 Color Ink-jet Printer. The printed output can be varied from light to dark using density control in Preferences. Density 1 produces the lightest printout, while density 7 produces the darkest printout. This driver is internally color corrected and no longer requires using color corrections preferences. Colors are processed so that printed colors are better matched to screen colors (i.e. blue on screen prints as blue on paper, not as purple). *GlassCanvas Productions, Inc.*

## MindLight 7

Combined with Visual Aural I graphic arts software generates real-time animated graphics that derive their energy from any music or other audio source. Music affects the color, movement, object shapes, and patterns in a number of different ways. Can be combined with any IFF picture in any resolution or any IFF brush. Also combines with LIVE! by A-Squared. Includes an oscilloscope and a frequency counter for analyzing, and a MIDI player and recorder which accepts IFF music files or files compatible with Dr. T's Music Software \$198.00  
*Visual Aural Animation*

## The Producer Systems

Complete studio systems, from starter to complete professional studios customized to your application up to and including Targa systems, all hardware, software, furniture, set up, and training available. Call for price quote, also MIDI systems all Amiga based.  
*Dimension-X, Inc./CommoTech*

## X-Specs 3D

Through these advanced high-speed liquid crystals your computer can now independently control what each eye sees. The result: stereo vision. Add new depth to presentations, CAD/CAM, and molecular or solids modelling. Play games with more realism than ever imaginable. Includes hardware and software; plugs into joystick port. \$124.95 *Haitex Resources*

## ♦ EXPERIMENTAL HARDWARE ♦

### Link-Interface

Auto-config and can be used together with other transputer boards. Designed to also be used as an experiment board. There is even an auto-config chip-select provided for your own circuitry.





## MISCELLANEOUS HARDWARE

### ◆ HOME SECURITY HARDWARE ◆

#### Guardian

Guardian is fully multitasking and asynchronous. The basic system employs six separate Amiga processes which operate completely asynchronously, thus guaranteeing excellent response to external events. Guardian communicates with industry standard card readers or avade readers and door controllers via a multi-drop RS-232 or RS-422 bus connected to the serial port and using a polled protocol. The number of drops on the bus is determined by the capabilities of the door controllers used, but a maximum of 32 is typical. A typical door controller may control up to 4 doors, so one serial line may handle up to 128 doors or other entries. \$500.00 *Integral Systems*

#### Intruder Alert

Allows your computer to become a monitoring, logging, or security system for your home or business. The system comes complete with everything you need for remote sensing including detector switches and wire. Intruder Alert Monitor software allows for digitized audio alarms, speech synthesis, modem interaction, date and time stamping of events, external program launching, and utility support for BSR/X-10 controlling. \$159.95 *Software Terminal*

### ◆ INPUT DEVICES/GRAPHIC TABLETS ◆

#### 4-button puck

Input device for the graphics tablet. \$50.00 *R & D L Productions*

#### AProDRAW 9 x 6 inch Graphics Tablet Package

Up to 1000 lines per inch. Interfaces through the serial port. AProDRAW graphics tablets feature high-resolution Summagraphics digitizing tablets with a 2-button stylus and a multitasking driver for the Amiga. Additional program allows user to scale the tablet or screen while working to enlarge or reduce a picture. Interfaces through the serial port. Active area is 9 x 6 inches. \$449.00 *R & D L Productions*

#### AProDraw 12 x 12 inch Graphics Tablet

AProDRAW graphics tablets feature high-resolution Summagraphics digitizing tablets with a 2-button stylus and a multitasking driver for the Amiga. Additional program allows user to scale the tablet or screen while working to enlarge or reduce a picture. Interfaces through the serial port. Active area is 12 x 12 inches. \$549.00 *R & D L Productions*

#### AProDraw 18 x 12 inch Graphics Tablet

AProDRAW graphics tablets feature high-resolution Summagraphics digitizing tablets with a 2-button stylus, 4-button puck and a multitasking driver for the Amiga. Additional program allows user to scale the tablet or screen while working to enlarge or reduce a picture. Interfaces through the serial port. Active area is 18 x 12 inches. \$999.00 *R & D L Productions*

#### Easy1 A1000

1024 x 1024 pressure-sensitive digitizer for art, animation, design, CAD, map making, and touch control applications. Allows user to draw or trace directly into the Amiga with an ordinary pencil on paper. Works with all 1.2 Amiga programs with the Amiga mouse and easel operating simultaneously. \$449.00 *Anakin Research, Inc.*

#### Easy1 A2000

1024 x 1024 pressure-sensitive digitizer for art, animation, design, CAD, map making, and touch control applications. Allows user to draw or trace directly into the Amiga with an ordinary pencil on paper. Works with all 1.2 Amiga programs with the Amiga mouse and easel operating simultaneously. \$499.00 *Anakin Research, Inc.*

#### Easy1 A500

1024 x 1024 pressure-sensitive digitizer for art, animation, design, CAD, map making, and touch control applications. Allows user to draw or trace directly into the Amiga with an ordinary pencil on paper. Works with all 1.2 Amiga programs with the Amiga mouse and easel operating simultaneously. \$399.00 *Anakin Research, Inc.*

#### IS/ONE

A total input tablet for the Amiga with interface kit and programmable menu-strip featuring 5 Program Softkeys and up to 23 Function Softkeys to execute batches of your pre-programmed keystrokes with one touch. Allows instant switching from application to drawing to menu picking. Available with corded cursor, cordless pen or cursor, or two switch pen, or with corded 12-button cursor. Tablet sizes: 8.5 x 11, 12 x 12, 12 x 17. Also includes IS/PENCRAFT software driver. When ordering, specify Amiga Interface Kit. \$525.00-\$995.00 *Kurta*

#### IS/PENMOUSE

Comes with 6 x 9 tablet with interface kit. Available with cordless pen or cordless cursor. Features Kurta's dynamic scaling to miniaturize/maximize the active area. When ordering, specify Amiga Interface Kit. \$395.00 *Kurta*

### ◆ INPUT DEVICES/KEYBOARDS ◆

#### Freedom 500

The Freedom 500 for the A500 gives your freedom of movement, and because the face plate can be used as a copy holder, an A500 with a Freedom 500 gives you some desk space back. The Freedom 500 detachable keyboard is a kit that uses the A500's own built-in keyboard. Featured include: all metal construction, light weight metal that won't rust, rubber feet that won't scratch furniture and precision crafted, hand-inspected high quality. Also, the Freedom 500 is colored and textured to match the A500, and requires no soldering or drilling to install. \$115.00 *Lightning Bolt Computers*

### ◆ INPUT DEVICES/LIGHT PENS ◆

#### The Amiga Light Pen

Two-button touch switch pen with transparent driver. Allows user to choose pen, mouse, or

both for hi-res precision graphics. Operates in both interlace and non-interlace modes. When used with graphics programs, the Light Pen gives data entry the simplicity of paper and pencil for drawing, painting, and free-hand sketching on the computer as well as the precision required for CAD. Dealer Discounts Available. \$129.95 *Inkwell Systems*

### ◆ INPUT DEVICES/MOUSES ◆

#### AMIGA/MOUSESTICK

The Gravis mousestick is an opto-Mechanical mouse/joystick combination. With 1200 lines of resolution, and a 16K ROM processing unit, it is a premium games device. The Mousestick editing program gives you complete control over response, speed, fire rate, and many other functions. It even provides that 'analog feel' for flight simulation software. Four of your favorite settings can be set and one can even be set as start-up, allowing you to start playing the game right away. The mousestick includes many of the outstanding features developed by Gravis for their switch joystick, such as the foam-padded pistol-grip handle, adjustable handle tension, and three micro-switch firing buttons. The mousestick also carries Gravis' one-year non-nonsense warranty. \$99.95 *Advanced Gravis Computer Technology Ltd.*

#### Amiga MOUSE

Compatible with all Amigas. \$74.95 *Bethesda Softworks*

#### Amiga Trackball Controller

Two-button trackball controller, compatible with all Amiga mouse software \$49.95 *Zebra Systems, Inc.*

#### BOING! Mouse

A high-quality replacement mouse for the Amiga computer. No moving parts to wear out. Comes with special Mouse pad. It has three buttons for use by new software. 1-year warranty. \$125.00 *BOING*

#### CSI 5500

Smooth optical mouse for all Amigas. Double the resolution of the standard mouse for better precision. Supports X-Windows, Amiga Unix and Workbench 2.0. The only optical mouse available for the Amiga. No moving parts to wear out. Smooth mouse movement. \$149.00 *Centaur Software Inc.*

#### Genius Mouse

High-quality direct replacement. Teflon glides for smooth movement. Rubber-coated ball for positive traction. Six-foot connecting cable. Softer more positive button clicking. \$49.95 *Datel Computers*

### ◆ INPUT DEVICES/TOUCH SCREENS ◆

#### Amiga Touch Driver

With the Amiga Touch Driver, users can, for the first time, use a touch screen for any Amiga



# MISCELLANEOUS HARDWARE



application. Touch screen input, cursor control is as natural as pointing with one's finger. Users can select from menus, create drawings, and manipulate windows simply by touching the screen—without reaching, orientating, or clicking a mouse. \$395.00  
*MicroTouch Systems, Inc.*

## Future Touch 13 Analog RGB Monitor Touch Screen Kit

Touch driver software works with 13 touch screen to convert a standard Commodore 1080, 1084, 1084S and 1084DS to touch screen monitors. The modified monitor outputs a serial data stream on an RS-232 connector. The Amiga reads this data as a mouse input. \$799.00 *Amigo Business Computers*

## Future Touch Integrated Touch Screen Monitors

Monitors come with Touch Driver Program which works with all authoring software including: VIVA, CanDo, UltraCAD, The Director, C.L.A.S., The Learning Curve, and Microtext. The monitor inputs touch information to the the Amiga's RS-232 serial port. Additional serial ports for the A2000 are available (comports). 13 RGB monitor: \$1,099.00; 19: \$2,995.00 *Amigo Business Computers*

## Future Touch Integrated Touch Screen Systems

Kiosk containing A2000 computer, 3 1/2 floppy drive, 1 meg RAM and 13 Color RGB Touch Screen Monitor. Kiosk stands 4' tall and occupies 20 x 21 foot print. The kiosk houses all equipment, including monitor and has its own separate surge protector on/off control and fan for increased reliability. The package comes with all the software necessary to provide touch input as an alternate to mouse input. \$3495.00 *Amigo Business Computers*

## ◆ MODEMS ◆

### 1670 Stand-Alone Interface

Our 1670 Stand-Alone Interface allows you to use the Commodore 1670 modem on all Amiga machines. Powers itself and 1670, has 3-foot cable, status LED's, on/off switch, and modem reset switch. Can be used on any computer that has RS-232 serial port. The 1670 Stand-Alone Interface comes with complete instructions and is easy to set up and use. \$44.95 *LRA Enterprises*

### A1680

1200 Baud Modem. Access valuable information outside your workstation with the MODEM/1200 RS. Uses the popular Hayes command protocol to perform high-speed data communication over phone lines. Tap all major information networks to gather nearly limitless information. Supports standard RS232C interface so that it can be used with most computers on the market that offer an RS232 serial port. Offers the option of low speed compatibility with all Bell 103, 300 baud modems. \$149.95  
*Commodore Business Machines*

### Avatex 1200 E

Fully Hayes-compatible 300/1200 baud modem. Includes communications software. \$69.00 *Megatronics*

### Avatex 2400 E

300/1200/2400 fully Hayes-compatible modem. Includes communications software. \$119.00 *Megatronics*

### Baud Bandit 2400

2400 baud, fully Hayes AT compatible modem. Has fully worded LED readout panel and privacy circuitry shielding. Sleek, black exterior design. \$169.95 *Progressive Peripherals & Software*

### Baud Bandit MNP/Level 5 Plus

Advanced 2400 baud modem with 100% error-free transmission. MNP/Level 5 compression technology doubles transfer rate up to 4800 baud. \$249.95 *Progressive Peripherals & Software*

### DataLink 2000

Internal 2400 bps modem for the Amiga 2000, 2500, and 3000. You can start with the base unit and upgrade later to add MNP-5 and send-FAX capability. Supports multitasking so that more than one modem can be running in the same machine simultaneously. Comes complete with communication software. 5 year warranty. DataLink 2000 \$159.00. With MNP-5 \$189.00. Send-FAX option \$39.00. \$159.00  
*Applied Engineering*

### DataLink Express

External 2400 bps modem for all Amiga owners. Features a complete 12 lamp status array and our exclusive Line Engaged indicator, politely informing you that another user is on the line. The modem can be upgraded to include MNP-5 and send-FAX capability. Works with almost any computer including the entire Amiga line. Powerful communications software included. 5 year warranty. With MNP-5 \$299.00. \$249.00 *Applied Engineering*

### Minimodem-AM24

2400 baud modem specifically built for A500 and A2000. Powered from Amiga serial port and includes self test, speaker, and status LED's. Complete with terminal software, phone cord, and serial cable. \$99.95 *APROTEK*

### Minimodem-AM6216

300/1200 baud modem includes speaker with volume control and status indicator LED's. Hayes-compatible with terminal software. \$74.95 *APROTEK*

### Supra Modem 2400

2400 baud modem. Hayes-compatible with AT commands and common protocols. Features nonvolatile memory, more. \$149.95  
*Supra Corporation*

### Supra Modem 2400 Plus

Supra Modem 2400 Plus adds MNP levels 2-5 & CCITT V.42-bis error correction & data compression protocols to standard Supra Modem 2400 features. These protocols let the user get up to 9600 baud, error-free throughput when communicating with modems with the same protocols. \$199.95 *Supra Corporation*

### Supra Modem 2400 zi

Internal 1/2 card 2400 baud modem for A2000. Hayes-compatible. Features non-volatile

memory, more. Supports up to 5 modems per computer. \$179.95 *Supra Corporation*

## ◆ MONITORS ◆

### A1084S Monitor

RGB composite color maximizes your computer's video capabilities. High resolution, sharp image and superior color, stereo sound. Compatible with C64, C128, A500 and A2000. Also compatible with VCR and television tuners. Hue, brightness, contrast, sharpness, and volume controls in front. RGB Composite switch in front. Built-in stereo amplifier, speaker, and earphone jack. Analog RGB, Digital RGBI, NTSC composite, audio, and Separate Luna/Chroma. \$399.95 *Commodore Business Machines*

### Non Flicker Cable™ for any Amiga

Cable for to use any TTL Hercules Monitor with the Amiga (B/W mode). Allows using A-Maz with the Amiga without flickering. Also allows use of full-page B/W multisync. \$39.50 *PreSpect Technics Inc.*

### PanaSync C1381

The Panasonic PanaSync C1381 is the first monitor to offer the high-resolution color display of IBM's 8514/A video adaptor. Panasonic has aggressively positioned the PanaSync C1381 to provide business users with the industry's first affordable color display option. Features include: up-front controls, non-glare screen, and tilt-and-swivel stand. \$699.00  
*Panasonic Communications & Systems Company*

### Parallel Monitor Cable for any Amiga

Allows you to simultaneously use the Amiga Monitor and TTL Hercules Monitr (B/W). The TTL monitor doesn't flicker. \$79.00  
*PreSpect Technics Inc.*

### Viking I

The Viking I monitor from Moniterm is a specialized high-resolution monitor. The Viking I will display all standard Amiga resolutions by de-interlacing and converting them to four shades of grey. In the extended mode, the 19-inch monitor will display a 1008 x 800 non-interlaced resolution. Included with the Viking I is a card for the A2000 series video slot. The monitor will also display from the new Commodore Enhanced Chip Set. The Viking I for the A2000 targets business and professional users for desktop publishing, CAD/CAM engineering workstations, presentation, and spreadsheet applications. This display permits of two full facing pages of text and graphics for desktop publishing, word processing, and B size drawings. \$1995.00 *Moniterm*

## ◆ MONITOR ACCESSORIES ◆

### Air TTL Hi-Res monochrome TTL monitor interface

Use a standard and inexpensive monochrome TTL monitor on the Amiga. Excellent for word processing and desktop publishing. \$49.95 *Advanced Integration Research*





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### Color Enhancement Filter

Improves color and contrast while eliminating screen flicker. Improves monitor appearance by producing blackout appearance. Free brochure. \$19.95 *Gladdstone Productions*

### Flick-Off

For A500 and A1000. Eliminates hi-res flicker. Requires multisync monitor. Includes 1.5MB Video RAM. May be switch disabled. Several options including shrink mode and double display. Plugs into Denise socket. User installable. 12-month warranty. \$399.00 *MicroWay*

### Flicker Master

Flicker Master is a low-cost optical filter that attaches easily to the face of your monitor and greatly reduces the interlace flicker. Flicker Master works with all Amiga models and also greatly enhances contrast in all resolutions. \$17.95 *MicroWay*

### NoRad dB60

Anti-glare/Static/Radiation Filter Grounded filter reduces flicker in high-resolution or interlace mode. Grounded for full elimination of static and electromagnetic radiation. Won't attract dust or reflect light. Easy maintenance. \$129.95 *Brookfield Communications*

### ProfessionalPlus

Glare/Guard® filters are especially suited for data entry and editing terminals, color and monochrome graphics monitors, word-processing stations and personal computers, and the top-of-the-line ProfessionalPlus model has OCLI's patented anti-glare coating on both sides of the glass to reduce glare by 99 percent. Also features radiation and static control. A special conductive coating and grounding plug eliminates static and dust. The filter also shields against VLF/ELF radiation by neutralizing 98 percent or more of the electric field. Sizes are available to fit the Amiga 1080 and 1084S models. \$99.00 *Optical Coating Laboratory, Inc.*

### Vantage

The Vantage, also made of tempered glass, but without the anti-glare coating on the back surface of the glass or the conductive coating, reduces glare up to 95 percent. In addition, it enhances contrast, sharpens data on the screen, reduces the halo effect, and eliminates screen flicker. The Vantage has sizes to fit the Amiga 1080 and the Amiga 1084S. \$59.00 *Optical Coating Laboratory, Inc.*

## ◆ NETWORKING ◆

### Amiga 2000 AmigaNet Ethernet Board

With the Hydra Ethernet board the Amiga now has a full standard Ethernet connection. All Amigas can be connected in one network and share all the resources each of the Amigas in the net can provide. Several Amigas can use a single laser printer or access a large capacity hard disk. Users can also chat to each other and exchange programs. The AmigaNet (the Ethernet on the

Amiga) is as fast as the fastest hard disks on the market. In addition, the software that is supplied with the board was written by the creators of AmigaDOS and Helios. There is also an AmigaNet Starter Package available for \$1,299.00. \$699.00 *Advanced Computer Design*

### CAL 032 Superlink

A2000 interface internal plug-in card. Supplied with CatenaNet software, which provides a print spooler, access to remote files and peripherals, and interworks with SimpleNet. Price unavailable. *Nine Tiles*

### CAL 042 Superlink

A500 interface. Plugs into expansion connector on side of A500. Supplied with CatenaNet software. Price unavailable. *Nine Tiles*

### LAN Rover

High-quality and high-performance Ethernet board compatible with A2000 and A3000. LAN Rover is sold for OEM applications only. *ASDG, Inc.*

## ◆ PORT EXPANSION ◆

### A2232

The A2232 is a multi-serial port card that provides the Amiga user seven additional RS232 ports. Each port can operate independently and simultaneously and provides speeds up to 19.2K Baud. Additionally, the A2232's shared on-board RAM and dedicated micro-processor provides high-speed operation and full multitasking which is critical for many of the sophisticated applications that have been developed on the Amiga \$399.00 *Commodore Business Machines*

### ACD Serial Interface Boards 2 & 4

Fits into one of the 100-pin expansion slots. Gives you two additional serial ports for a large variety of applications. Connect several printers, plotters, and scanners to your Amiga simultaneously. Auto-config and takes only a 64K address range. Driver software and terminal program are shipped with the Serial Interface Board 2. SIB2: 299 Duetschemarks; SIB: 4,349 Duetschemarks *Advanced Computer Design*

### AX-S Expansion System

A hardware adaptor/interpreter that interfaces the Amiga Bus Structure/Expansion Port to the PC industry's PC/XT and AT Bus standards. AX-S Interface Board allows Amiga and AmigaDOS to utilize the low cost cards available for PC/XT and AT systems. AX-S connects Amiga's Bus/Expansion Port to a chassis with a heavy duty 200W power supply, ventilation fan, 7 plug-in slots, 6 PC/XT-AT bus slots and one OCTABYTE MB RAM expansion slot, multiple peripheral drive bays, hard drive power connectors, and an optional power cord for A500. Included with the chassis motherboard is the AX-S Interpreter board with DMA controllers, InterRupT controllers DATA buffers and Amiga Bus to PC/XT-AT Bus buffer drivers. Price unavailable. *Spirit Technology Corp.*

### BusExpander™

Sub Assemblies turn a baby AT box and power supply into A2000-compatible expansion chassis. Has six Amiga slots and six to eight IBM slots. Supports autoconfigure, bus arbitration, and bus contention detection. \$495.00 *Bill's Boards*

### Comports 4, Comports 8, RS-232 Communications Interface

Comports enables an A2000 to function as a true multitasking workstation supporting devices which work with RS-232 serial ports such as modems, laser disks, video equipment, printers, tablets, etc. The communications compatibility list includes all programs which call the Amiga's Serial Device and other programs which use the board's advanced communication features. Upgrades to support full MIDI are planned. 4 Channels \$299.95 *Amiga Business Computers*

### Dual Serial Board

ASDG's DSB provides a complete expansion serial port solution including compatible EXEC and DOS drivers. The DSB can be used to drive most PostScript printers at 6 times their normal serial speed. The DSB is compatible with every serial communications program tested including AtalkIII, IDS Multiboard, Access, VT100, Comm, Whap. \$299.00 *ASDG, Inc.*

### Microshare MCS 1050

The MCS 1050 interface is an external device that converts the Amiga's centronics port signals into IEEE 488. No software is needed, this unit is fully transparent to the user. Now you can finally use that old Commodore pet printer or any other IEEE printer that was just sitting around. \$204.56 Canadian *Comspec Communications*

### PrInterface

PrInterface is a cost-effective solution to the problem of where to connect a printer to the system of where to connect a printer by adding a second centronics compatible parallel output port to the A500, A1000, or A2000 and redirecting all printer data bound for the Amiga's parallel port to the PrInterface port. No more cable swapping, switch throwing, or digitizing noise. When it's time to digitize, the digitizer software talks directly to the digitizer. When it's time to print, the system talks to the printer through PrInterface. More than just a switch, PrInterface supports full Amiga multitasking allowing you to print while the Amiga's parallel port is in use. And PrInterface works through Preferences, assuring full compatibility with all printers supported by the system. \$79.95 *Interactive Video Systems*

### SBX-Serial/2

Two RS 232C Serial Ports, a two-channel full-duplex asynchronous serial communications controller with RS 232C drivers on an IEEE 959 (iSBX) module. Complete and independent control is provided for each channel, including baud rate generation. Standard transfer rates from 110 to 76,800 baud are supported. Each channel supports full seven wire handshaking, plus Data Carrier Detect and Ring Indicator. Comes with complete Amiga software. \$199.00 *ASDG, Inc.*



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## Serial Expander 2000

Adds an A1000-compatible serial port to the A2000. This product will be of interest to users who have upgraded from the A1000 to the A2000. It will allow them to use any of their existing serial devices designed for the A1000 (such as MIDI interface) on the A2000. \$19.95  
*Golden Hawk Technology*

## The Serial IV+Card

Multiple-serial card with four serial ports, and one parallel port. Any of the serial ports can be used as MIDI ports with no modifications. \$299.95 *Expert Services*

## The Serial Solution

Contains all the features you need for serious multiport applications. The included software drivers are compatible with the standard Amiga devices and handlers. Contains 1 Amiga-compatible 25-pin serial port which accommodates specialized Amiga peripherals like MIDI interfaces. And 1 AT-compatible 9-pin serial port that will support non-Amiga peripherals, like laser printers and FAX machines. Supports MIDI and standard baud rates. \$199.00 *Checkpoint Technologies*

## Twin-X General Purpose I/O Board

Full Zorro II Amiga-compatible Amiga expansion card that hosts two standard IEEE 959 modules or one double-wide IEEE 959 module. The Twin-X is completely standard IEEE 959 host. Gives the Amiga access into applications it was previously denied access to. Can be used with any of the hundreds of IEEE 959 modules available, such as IEEE-488 (GPIB) or other data acquisition functions. \$329.00 *ASDG, Inc.*

## ◆ PRINTERS ◆

### DeskJet

A 300 dpi monochrome ink jet printer. Print quality just short of laser quality. \$795.00 *Hewlett-Packard Company*

### DeskJet PLUS

An updated version of the DeskJet, offers 300 dpi monochrome, ink jet printing. This serial printer prints at 120 cps offering graphics at 1-2 minutes per page. The DeskJet PLUS offers better paper handling and faster processing than the original DeskJet. \$1495.00 *Hewlett-Packard Company*

### Enhanced Sharp JX-730 Printer Driver with palettes

The Amiga printer driver is for use with the Sharp JX-730 color Ink-Jet Printer. The printed output can be varied from light to dark using the density control in Preferences. Density 1 produces the darkest printout. This driver is internally color corrected and no longer requires using color correction Preferences. Colors are processed so that printed colors are better matched to screen colors (i.e. blue on screen prints as blue on paper, not as purple).  
*GlassCanvas Productions, Inc.*

### Enhanced Xerox 4020 Printer Driver with Palettes or pictures

The Amiga printer driver is for use with the Xerox

4020 Color Ink-jet Printer. The printed output can be varied from light to dark using density control in Preferences. Density 1 produces the lightest printout, while density 7 produces the darkest printout. This driver is internally color corrected and no longer requires using color corrections preferences. Colors are processed so that printed colors are better matched to screen colors (i.e. blue on screen prints as blue on paper, not as purple). *GlassCanvas Productions, Inc.*

### KX-P4420 Laser Printer

The new KX-P4420 laser printer is a low-cost printing solution that fills the bill by combining price and performance, and represents one of the best values for the small business and home professional markets. It offers exceptional print quality, quiet operation, and fast speed. \$1695.00 *Panasonic Communications & Systems Company*

### M.A.S. Terprint

300 D.P.I. Desktop page printer with Fujitsu engine, LED technology for increased reliability, and small footprint (only 16 1/2 x 16 1/2). The M.A.S. Terprint also sports a dual paper feeder and is HP-PLUS-compatible. \$1395.00  
*M.A.S.T. Memory and Storage Technology, Inc.*

### M.A.S. Terprint PS

This is the POSTSCRIPT version of the page printer. It has 35 fonts and 2 meg of RAM (optional 4 meg). Additional POSTSCRIPT font cartridges can be plugged into the printer. Includes Appletalk, Centronics and Serial Interface. MASTerprint can be upgraded to MASTerprint PS anytime—let's you save up for POSTSCRIPT. \$2995.00  
*M.A.S.T. Memory and Storage Technology, Inc.*

### PaintJet Color Graphics Printer

With a high-resolution 180 dpi, the PaintJet offers color printing for the Amiga. Near-Letter-Quality (NLQ) mode offers printing as fast as 167 cps. Amiga Workbench 1.3 supplies a printer driver. Supports all Amiga resolutions and modes. \$1395.00 *Hewlett-Packard Company*

### PaintJet XL

Similar to the PaintJet Color Graphics but offers printing three times as fast. Also allows single sheet feed as well as tractor feed and paper sizes up to 11 x 17 inches. \$2495.00  
*Hewlett-Packard Company*

### Pixelations' PostScript Series; PostScript Printer Utilities

This disk contains six utilities which facilitate the use of PostScript printers with Amigas. Included: Download Fonts; Print a PostScript File; List Printer-Resident Fonts; and several methods for manipulating the automatic sending of fonts within a document. \$65.00 *Pixelations, Inc.*

### XR-1000 Multi-Font

A nine-wire 10-carriage model printer, offers extensive choice of fonts including Courier, Script, Sans Serif, Letter G, Cinema, and others. Incorporates the Epson EX-800 and the IBM Proprinter II emulations. Prints at 300 characters per second in draft elite mode and 75 cps in NLQ elite mode. Features standard 32K buffer which

enables storage of up to 16 pages. Users can select fonts, print quality, pitch, condensed print, italic, optional sheet feeder, quiet mode plus many more options. It can produce multicolor output using an optional color-printing kit offered for \$50.00. \$579.00 *Star Micronics Inc.*

### XR-1500 Multi-Font

A nine-wire 15-carriage model printer, offers extensive choice of fonts including Courier, Script, Sans Serif, Letter G, Cinema, and others. Incorporates the Epson EX-1000 and the IBM Proprinter IIXL emulations. Prints at 300 characters per second in draft elite mode and 75 cps in NLQ elite mode. Features standard 32K buffer which enables storage of up to 16 pages. Users can select fonts, print quality, pitch, condensed print, italic, optional sheet feeder, quiet mode plus many more options. It can produce multi-color output using an optional color-printing kit offered for \$50.00. \$799.00 *Star Micronics Inc.*

## ◆ PRINTER/BUFFERS ◆

### Microshare MCS 8008/MCS 8004

The MCS 8004 and the MCS 8008 are multi-use printer buffer and spooler combinations. They allow up to four or eight transparent sharing of a printer device even if the computers are of different makes. \$795.00 Canadian  
\$995.00 *Comspec Communications*

## ◆ PRINTER/LASER ◆

### LaserJet IIP

Four-page per minute, low-cost laser printer. Extremely small footprint. \$1495.00  
*Hewlett-Packard Company*

### LazerXpress

High-speed 300 dpi laser printing using the C Ltd SCSI interface. Can be connected to any Amiga computer. Comes with Express Paint and PageStream. No other system allows full 300 dpi editing of the exact bitmap image used by the printer while providing printing of a full text and/or graphics image in less than 15 seconds! Now available in Canada. \$2,825.00 Canadian  
*RB Productions*

### PC Laser 6000/PS

This versatile printer offers Hewlett-Packard's LaserJet Series II emulation. In Postscript mode, users can produce newsletters, brochures, presentation material, computer-aided design, and other highly formatted text and graphic output, and is compatible with many popular software packages. With its parallel, RS-232C serial and RS-422 (Appletalk) interfaces, the PC LASER 6000/PS is compatible with IBM personal computers and compatibles as well as Apple and Macintosh computers. It prints full-page bit-mapped text and graphics at 300 dpi, and features 35 typefaces in 11 fonts for use in the PostScript mode. In HP mode, 24 standard HP fonts are resident on the printer and additional HP soft fonts can be downloaded. \$4495.00 *Ricoh Corporation*





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### ◆ PRINTER/INKS ◆

#### **Ink-Jet Ink**

Ultra-Black ink in a monopack disposable Maxwell dispenser provides the user with a handy and very easy-to-use alternative. Available in two-pack and four-pack sets, or bundled with the other Jet Technology colors: magenta, cyan, and yellow. 5 ml cartridge: \$5.50; 60.0 ml bottle: \$40.00 *Jet Technology*

#### **Inky Dink**

Ink-jet ink for the Xerox 4020 printer and Diablo C-150. Smooth flowing through your printer to reduce clogging. Half the price of the ink now being used. Four colors: cyan, magenta, black, and yellow. Three sizes of bottles: 17 cc; 34 cc; 62 cc. \$11.95; \$22.95; \$39.95. *Software Sensations*

### ◆ SCANNERS & DIGITIZERS ◆

#### **300 DPI Scanner**

Saves images as B/W IFF files at 75, 150, 200, or 300 dpi. Saves in 15 seconds. User-definable scanned page regions for high-res use. Programs can be used in any IFF-supporting program, allowing you to color images in paint programs like DeluxePaint II, or import them into Professional Page or Professional Draw. Comes with parallel port hardware and software interface. \$1095.00 *Gold Disk, Inc.*

#### **Digi-View 4.0**

NewTek's new dynamic palette control allows all 4096 colors to be displayed in high resolution with overscan, thus providing sharper HAM images and virtually eliminating HAM fringing. The LBJ technology allows the user to selectively filter background noise from the video signal for sharper, clearer images. Digi-View 4.0 supports AREXX. New Digi-Port feature allows captured images to be displayed directly into Digi-Paint 3, and resolutions may be changed from inside Digi-View 4.0. 24 bit RGB files may be loaded and saved for further image processing or exporting to typesetters or frame buffers. Many more enhancements have been added to Digi-View 4.0, allowing you to create images with ease. \$199.95 *NewTek*

#### **Geniscan Handy Scanner**

Hand Scanner with 400 DPI resolution and 4 1/8 inch width. Adjustable switches for brightness and contrast. Software compatible with most leading software packages. \$299.95 *Datel Computers*

#### **Handiscan**

400 D.P.I. disk top scanner for the complete line of Amiga computers up to 16 grey levels virtual page support 3 optional dithering patterns. \$349.95 *Corwyn International*

#### **IMG Scan II**

Turns your printer into a high-resolution image scanner. 256 gray levels, full-color assignable. \$139.95 *Seymour-Radix*

#### **Migraph Handscanner and Touch-Up**

This unbeatable hardware-software team lets

you scan, and enhance images until they're exactly right for all your desktop publishing projects. Scanner features: 4 scan window, 100, 200 and true 300 and 400 DPI resolutions, adjustable contrast, three dither settings for halftones and one for line art. Software has all the standard features plus lots of special effects, bezier curves, and scaleable fonts. Available in the first quarter of 1990. Price unavailable. *Migraph, Inc.*

#### **Professional ScanLab**

Professional color scanning package that includes all the software cables and hardware interfaces for the A2000 to provide total control over Sharp's JX-300 and JX-450 color scanners. High-quality, 24-bit data from the scanner can be converted into Amiga HAM images, or maintained in its 24-bit true color form. Sent to professional output device, this translates into 16 million colors. Also supports the largest picture resolutions of any Amiga system: 5100 x 3300. Used in conjunction with ASDG's ReSep, ProScan Lab. Allows professional Page to produce documents with 24-bit images. \$995.00 *ASDG, Inc.*

#### **Scannery**

Links Amiga to HP ScanJet. Full page preview, clip image to any size, adjust scale, resolution, and brightness for optimum image control. Scanning options include black and white, 16 gray scales, four dither patterns and inverted images. Repetitive tasks can be automated with the AREXX batch process capability. Merge scanner data with data from any other application program. Package includes software documentation, software disk and custom cable. \$250.00 *Inset Systems*

#### **Sharp JX-100**

One of the smallest color scanners in the world and the first hand-held color scanner available for the Amiga. Scans an area of 4 x 6.4 at 200 DPI, and will do black and white, gray scale, and color scanning for high-quality desktop publishing. Sold by Sharp Electronics, the software is written by ASDG, Inc. Software will process 18-bit color scans into any Amiga format. No additional hardware required. Directly supports all display modes, overscan, and PAL. \$995.00 *ASDG/Sharp Electronics*

#### **Sharp JX-300**

Scans originals up to 8.5 x 11 with a 300 DPI resolution. This 24-bit color scanner is intended for most business and some high-end applications. Requires Professional ScanLab. \$4995.00 *ASDG/Sharp Electronics*

#### **Sharp JX-450**

Sharp's best-selling color scanner for desktop publishing, slide creation, and other areas demanding high-end image processing. Easy operating, high-quality desktop full color scanner. Provides the precision quality scanning of a console from a desktop. 300 DPI resolution capacity ensures accurate, detailed images. Scanning of slides and transparencies available with optional mirror. Scanning capacity up to 11 x 17. Requires Professional ScanLab. \$6995.00 *ASDG/Sharp Electronics*

#### **The Art Department**

The Art Department is a 24-bit image processing system for the Amiga print and video. \$89.95 *ASDG, Inc.*

### ◆ SCIENTIFIC DIGITIZERS AND CONTROLLERS ◆

#### **Amiga GPIB (IEEE-488)**

General purpose digital interface bus card for the A2000. Allows the Amiga to interface with up to 15 other IEEE-488 devices, permitting high-speed data transfer. Performs all the talker, listener, and controller functions of the IEEE-488 protocol. One Amiga can control up to 14 GPID devices. Includes Command Function Library (ACDA GPIB CFL); test application program and C source code. Fits some A2000 card cages. \$495.00 *ACDA Corporation*  
*please see display ad page 142*

#### **AQ4882A**

The AQ4882A is a full function IEEE-488 (HP-IB & GPIB) adapter for the A500, A1000, and A2000 computers. It connects to the Amiga's parallel port and performs all talker, listener, and controller functions. This allows the Amiga to control up to 14 devices, or act as a device in a larger system. Includes drivers for AmigaBASIC, C, and Assembly languages. \$295.00 *A.D.I.*

#### **Data Acquisition Unit**

Turns your Amiga into a sophisticated digital storage scope. Measure & Display inputs from millivolts to 50 volts with 1 MHz bandwidth. Display events from microseconds to hours. \$179.95 *Datel Computers*

#### **MW-201**

General purpose INPUT/OUTPUT card with RS-232 interface. Digitizes 16 analog inputs, provides 14 high-current digital outputs, and one analog output. Uses 6511Q microprocessor and built-in intelligent user interface. \$365.00 *Electronic Innovations*

#### **Proto-40K**

Digitizer with 16-channel, 12-bit multiplexed analog-to-digital converter, two 8-bit digital-to-analog converters, a 3-channel programmable timebase, 16 digital inputs and one expansion card. Also features a highly stable instrumentation amplifier with programmable gain. Data acquisition and process control projects are a snap to develop with the Proto-40K and data acquisitions system (DAS) software and C source code. Sample programs included. Fits some A1000 card cages. Call for price. *ACDA Corporation*  
*please see display ad page 142*

#### **Proto-5K**

Single-channel analog-to-digital converter with switch-selectable input gain ranges, LED voltage meter, range-test calibration switch and daisy-chain parallel port configuration. Available for each Amiga model. Test, utility, and data



# MISCELLANEOUS HARDWARE



acquisition system source code in C. ACDA Digiscope demo included. \$279.95  
ACDA Corporation  
please see display ad page 142

## SBX-GPIB

Complete IEEE 488 controller on an IEEE 959 module. Handles all IEEE 488 1975/1978 functions and the IEEE 488A 1980 supplement. Supports all talker/listener/controller functions including multiple functions and passing with passing of control. Comes with support software. \$199.00 ASDG/Sharp Electronics

## ◆ SOUND AND MUSIC HARDWARE/DIGITIZERS ◆

### AMAS

AMAS is a full-featured 8-bit stereo audio digitizer complete with a full implementation MIDI interface. The digitizer accepts mono or stereo inputs via its line input sockets and is equipped with an extra microphone input socket for direct vocal signal input. \$169.95  
MichTron/Microdeal

### FutureSound

Audio digitizer with microphone and editing software. \$175.00 Applied Visions

### Perfect Sound

Use your stereo or a microphone to record your sound in mono or stereo, then use the sound editor to modify the sound. Delete, insert, and play them backwards, faster or slower, graph or flip record sound. Comes with a library of pre-recorded sounds and C source code. Supports IFF file format and instruments. \$89.95  
MicroSearch, Inc.

### Perfect Sound 3.0

Stereo sound digitizer. Includes both hardware and software. New version 3.0 includes new software and hardware. English, German, and French versions available. \$99.95  
Sunrise Industries

### Pro Stereo Sound Sampler

High-quality stereo sound at a realistic price. Real-time level meters. Adjustable trigger level. Hi Res sample editing. Variable sample rate and playback. \$99.95  
Datel Computers

### Pro-Sound Designer—Gold Edition

Professional sound sampler for the Amiga. Easy interface allows capture, manipulation, and playback of real sounds. Features include: automatic gain control; advanced editing; octave and frequency changes; auto-record and play; looping; more. Includes MIDI-plus software to let you playback samples recorded with Pro-Sound and lets you play them back on the Amiga or MIDI keyboard as an instrument voice. Allows up to 10 samples at one time in memory, and offers full control over each sample. \$159.95 Precision Incorporated

### SoundScape Sound Sampler

Digitize microphone/audio input to produce sampled sounds in Mimetics or IFF format. \$99.95 Mimetics Corporation

## ◆ SOUND AND MUSIC HARDWARE/GENERAL ◆

### Midia Musicbox

The Musicbox is a 26-voice synthesizer designed to be used as part of a computer-based music system. It matches the color of the computer and easily fits under a monitor. The musicbox has three synthesis 'engines': FM synthesis (12 voices), Analog synthesis (6 voices), and PCM Sample Playback (8 voices). There are 480 FM and 480 Analog patches, and 37 percussion samples. Half of the FM and Analog patches are editable through software. The Musicbox instantaneously allocates voices to channels. The 32 Doubles allow the user to combine any to patches at any pitch and velocity offset and treat it as a single patch. The Musicbox stores four drum kits or mapping of external sounds. The built-in computer interface eliminates the need for an external MIDI interface. \$995.00  
Marquis Music

### MindLight 7

Combined with Visual Aural I graphic arts software, this generates real-time animated graphics that derive their energy from any music or other audio source. Music affects the color, movement, object shapes, and patterns in a number of different ways. Can be combined with any IFF picture in any resolution or any IFF brush. Also combines with LIVE! by A-Squared. Includes an oscilloscope and a frequency counter for analyzing, and a MIDI player and recorder which accepts IFF music files or files compatible with Dr. T's music software. \$198.00 Visual Aural Animation

## ◆ SOUND AND MUSIC HARDWARE/MIDI INTERFACES ◆

### AudioLink

AudioLink™ is a professional 16-bit linear stereo audio processor that boasts 16 voices (8 in stereo), a variable sound sampling rate of up to 50 KHz (100 KHz 2x over sampling in mono), up to 16 megs on-board, and MIDI. AudioLink™ comes bundled with sound editing software with features such as Realtime Playback, Crossfading, and Cut, Copy, and Paste between voices. Invert, Reverse, Looping, and Variable Left and Right Gain. Saves in multiple formats such as AIFF and SAMP formats. For all models of the Commodore Amiga®. Price TBA. Beta Unlimited  
please see display ad page 143

### Deluxe MIDI Interface

Provides input, thru, two switchable thru/outs for maximum flexibility. Also has switchable RS-232 pass-through. For all Amiga models. Canadian: \$139.95; US:\$89.95  
Pro-Tronic Systems Ltd.

### ECE MIDI 1000

Music instrument digital interface. Plugs into the serial port, communicates with MIDI-compatible musical instruments and equipment. Includes RS-232 bypass port. \$64.95  
ECE Research & Development

### ECE MIDI 500/2000

Musical instrument digital interface. Plugs into the serial port, communicates with MIDI-compatible musical instruments and equipment. Includes RS-232 bypass port. \$64.95  
ECE Research & Development

### Master Tracks PRO

Our goal was to create a sequencer that would give you all the power and control you desire without sacrificing an easy to use working environment. Sequencing should be a natural extension of the creative process. We don't think that advanced technology means inhibiting your creativity with a confusing design. Along with the control, we wanted a system that could work in the comfortable way, whether you choose an Amiga, Mac, Atari ST, IBM PC, Yamaha C-1. \$395.00 Passport Designs, Inc.

### MIDI 1000

A1000 MIDI interface. MIDI IN and OUT. Connects to serial port. \$49.95  
Mimetics Corporation

### MIDI 500/2000

A500/2000 MIDI interface. MIDI IN and OUT. Connects to serial port. \$49.95  
Mimetics Corporation

### MIDI for the Amiga 500

Standard MIDI IN, 2 MIDI OUT, MIDI thru for the A500. Plugs into RS 232 port. \$49.95  
Skyles Electric Works

### MIDI for the Amiga1000

Standard MIDI IN, 2 MIDI OUTs, MIDI THRU plugs into RS-232 port. \$49.95  
Skyles Electric Works

### MIDI for the Amiga 2000

Standard MIDI IN, 2 MIDI OUT, MIDI thru for the A2000. Plugs into RS 232 port. \$49.95  
Skyles Electric Works

### MIDI Gold 500

Musical instrument digital interface (MIDI) for the A500. Features: MIDI IN; 2 MIDI OUT's; MIDI OUT/THRU (switch-selectable); Serial pass-through allows other serial devices to be connected at the same time (switch-selectable MIDI or serial operation). Compact size (4.3 x 2.3) allows the interface to be connected directly to serial port (no cable required). All metal construction. 2-year warranty. \$79.95  
Golden Hawk Technology

### MIDI Gold Insider

Musical instrument digital interface (MIDI) for the A2000. Mounts internally without using a card slot. Features: MIDI IN; 2 MIDI OUT's; MIDI THRU; Serial pass-through allows other serial devices to be connected at the same time (switch-selectable MIDI or serial operation). All metal construction. 2-year warranty. \$89.95  
Golden Hawk Technology





## MISCELLANEOUS HARDWARE

### MIDI Transport

The MIDI Transport™ is Passport's professional MIDI interface and synchronizer. The newly improved unit syncs solidly to SMPTE or FSK signals on tape. The unit will operate both as a MIDI interface or as a stand alone MIDI/SMPTE synchronizer. The MIDI Transport is designed in a professional recording environment with multiple MIDI instruments and tape. It can sync to all SMPTE formats or its own variable rate FSK signal, and is compatible with Jim Cooper's PPS-1. Its dual MIDI ports and multiple MIDI outs make it ideal for controlling multiple MIDI devices. The MIDI Transport will run with most existing MIDI software packages. For SMPTE sync you can use software such as PRO 4™, Master Tracks Pro™, and Q Sheet™ that incorporate MIDI Time Code. MIDI Time Code is a new MIDI innovation that lets you express SMPTE information in a MIDI messages. It will also support most other software products that sync via MIDI Song Pointer and Direct Time Lock. \$459.00 *Passport Designs, Inc.*

### MIDI-STAR, the Professional MIDI Interface

MS2 X 6 for all Amigas features 2 MIDI IN's with switch control and LED status indicators, 6 MIDI OUT/OFF/THRU's each with switch control and multi-color LED status confirmation, Amiga RS-232 serial interface with pass through, and 2 separate selectable operational modes. Amiga

RS-232 operates in both modes and has a durable, heavy metal chassis with a special sloped console design for easy operator access to switches and LED's. \$263.00  
*Spirit Technology Corp.*

### Micro MIDI

MIDI interface with 6 outputs, two switch-selectable inputs, channel loading indicator, and external clock output. Serial pass-through and more. Price unavailable. *Microillusions*

### Midimaster

MIDI Interface for all Amigas. Compatible with all leading software. Has MIDI In, MIDI Thru, and 3 MIDI Out ports. Fully opto-isolated. \$59.95 *Datel Computers*

### Model A Interface

MIDI interface for the A500 and A2000. \$75.00 *Dr. T's Music Software, Inc.*

### Standard MIDI Interface

Our new standard MIDI interface is designed for high performance and maximum reliability with an IN, THRU and 2 OUTS. Canadian: \$79.95; US: \$64.95 *Pro-Tronic Systems Ltd.*

### The Producer Systems

Complete studio systems, from starter to complete professional studios customized to

your application up to and including Targa systems, all hardware, software, furniture, set up, and training available. Call for price quote. Also MIDI systems. All Amiga based.  
*Dimension-X, Inc./CommoTech*

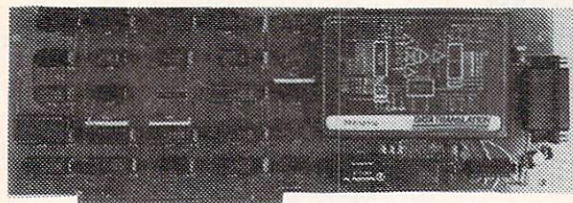
### Trax

Trax is a complete personal MIDI recording studio on a disk. With Trax, you can compose, edit and playback multi-track recordings of any music imaginable, in your office, classroom, or living room. Trax can get you started in the world of MIDI in a clear and organized way. It's Track Sheet lets you record up to 64 different tracks, live or step by step. Compose and arrange music for anything from a solo performance to a complete orchestra. Add music to multimedia performances or for your own personal use. MIDI is the 'Musical Instrument Digital Interface'. In combination with MIDI instruments and controllers and your personal computer, Trax offers you a whole new world of music making. If you ever wanted to record songs, or be a music producer, now is your chance. Trax is as easy to operate as a tape recorder but offers so much more. On—screen play, record, fast forward, and rewind controls move you through the song. On—screen graphics display song, track, and note information. View the song and see the different parts in time. Zoom in and out to edit. Trax supports Standard MIDI Files and Master

## Let ACDA Open Your Real World Window !

Scientific and Engineering Products for Your Amigas!

### PROTO-40K

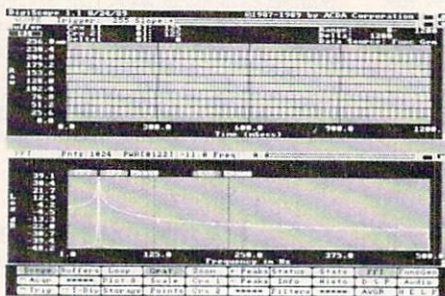


Proto-40K is the first and only fully featured data-acquisition and process-control expansion card for the Amiga 2000. The Proto-40K features a 16 channel 12-bit multiplexed analog-to-digital converter, two 8-bit digital-to-analog converters, a 3-channel programmable timebase, 16 digital inputs and 16 digital outputs. Proto-40K also features a highly stable instrumentation amplifier with programmable gain, multiple triggering sources, and on-board digital waveform generation. Data acquisition and process control projects are a snap to develop with the Proto-40K Data Acquisition System (DAS) software and 'C' source code. Sample application programs and source are included for each of the Proto-40K functions. Now sold in various custom component configurations. Buy only the functions you need. Call for new lower pricing.

### Amiga GPIB



Amiga\_GPIB is a General Purpose Interface Bus card for the Amiga 2000. This half-length expansion card performs all the Talker, Listener, and Controller functions of the GPIB (IEEE-488) protocol. One Amiga can control up to 14 GPIB devices. Includes Command Function Library (ACDA GPIB CFI), test application program and 'C' source code driver. \$495.00



### DigiScope

DigiScope is a digital storage oscilloscope emulator that works with ACDA's Proto-5K, Proto-40K or other parallel-port digitizers. DigiScope has 16 independent waveform buffers, a digital signal processing (DSP) package, a Fast Fourier Transform (FFT) package and a filtering package. DigiScope has extensive waveform scrolling functions that work in a resizable scope window in high or low screen resolution. DigiScope offers a complete set of archival functions and the standard complement of signal statistics. DigiScope also features an extensive digital waveform generator package. \$139.95

### Shinko & Mitsubishi Preferences 1.3 Printer Drivers

We offer a complete line of thermal color printer drivers for the Mitsubishi and Shinko A&B size color printers. They are 100% Amiga Preferences 1.3 drivers. \$133.00

### AmigaView 2.0

AmigaView is an object-oriented, C language, Intuition front-end interface library that provides over 100 easy-to-use routines and macros. Our package features WINDOWS, SCREENS, MENUS, REQUESTERS, GADGETS OF ALL TYPES (including automatic mutual exclusion), BITMAPS, ALL IMAGERY, IFF, TEXT, and much more. This standardized and consistent Intuition/Graphics interface greatly reduces programming time and code space for professional applications development. AmigaView works with both MANX and LATTICE. See AmigaWorld (Sept./Oct. 1987, p.28) for review. \$79.95

### Amiga FFT C Package

The Amiga FFT C Package Provides all the source you need to perform detailed frequency analysis utilizing a complete set of Fast Fourier Transform (FFT) routines. The package includes C source for derivation of the Power-Spectrum, Phase-Amplitude Spectrum, Inverse FFT, several window functions and user interface functions. \$152.00

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# MISCELLANEOUS HARDWARE



Tracks Pro™ files. These file formats provide a wide range of compatibility with other music software programs and products. Trax is compatible with virtually any MIDI synthesizer or other MIDI gear. \$99.95  
*Passport Designs, Inc.*

## ◆ SOUND AND MUSIC HARDWARE/SMPTE ◆

### Master Tracks PRO

Our goal was to create a sequencer that would give you all the power and control you desire without sacrificing an easy-to-use working environment. Sequencing should be a natural extension of the creative process. We don't think that advanced technology means inhibiting your creativity with a confusing design. Along with the control, we wanted a system that could work in the comfortable way, whether you choose an Amiga, Mac, Atari ST, IBM PC, Yamaha C-1. \$395.00 *Passport Designs, Inc.*

### MIDI Transport

The MIDI Transport™ is Passport's professional MIDI interface and synchronizer. The newly improved unit syncs solidly to SMPTE or FSK signals on tape. The unit will operate both as a MIDI interface or as a stand alone MIDI/SMPTE synchronizer. The MIDI Transport is designed in a professional recording environment with multiple MIDI instruments and tape. It can sync to all SMPTE formats or its own variable rate FSK signal, and is compatible with Jim Cooper's PPS-1. Its dual MIDI ports and multiple MIDI outs make it ideal for controlling multiple MIDI devices. The MIDI Transport will run with most existing MIDI software packages. For SMPTE sync you can use software such as PRO 4™, Master Tracks Pro™, and Q Sheet™ that incorporate MIDI Time Code. MIDI Time Code is a new MIDI innovation that lets you express SMPTE information a MIDI messages. It will also support most other software products that sync via MIDI Song Pointer and Direct Time Lock. \$459.00 *Passport Designs, Inc.*

### Micro SMPTE

Allows Music-X to synchronize with video or audio tape decks. Connects via parallel interface, includes pass-through. Compatible with all Amiga models. Price unavailable. *Microillusions*

## ◆ SWITCHERS ◆

### 6004-23

Switch Box, 2 position, D-23 connectors. Specify gender when ordering. \$26.95  
*Benetech Electronic Supply*  
please see display ad page 133

### Command Control Console

A switching console designed to interface and control digitizing equipment and two printers. Allows a second computer to utilize all devices. Free brochure. Price unavailable.  
*Gladstone Productions*

### Mouse Master

Mouse Master is an innovative switch box that lets you instantly select either your mouse or joystick in Port 1. Also brings out Port 2 to make all ports easily accessible. Requires no separate power supply and comes with a 26 non-detachable double cable that plugs directly into both ports. Custom molded in gray. \$39.95 *Practical Solutions, Inc.*

## ◆ SYSTEM EXPANSION & EXPANSION CHASSIS ◆

### ALF AF RLL Controller for Amiga 2000/2500

Autobooting hard disk controller system with a full package of utilities. Runs with any RLL hard disk from the IBM world. Comes with pass word, checkdrive, FrameBackup, Backup, Runs SCSI Streamer. Runs A-Max for the hard disk. Detects any accelerator board. Datatransferrate approx. 420KB/sec \$339.00 *Pre'spect Technics Inc.*

### ALF AF SCSI Controller for Amiga 2000/2500

Autobooting hard disk controller system with a full package of utilities. Runs with any SCSI hard disk from the IBM world. Comes with pass word, checkdrive, FrameBackup, Backup, Runs SCSI

Streamer. Runs A-Max for the hard disk. Detects any accelerator board. Datatransferrate using 68020 approx. 780 KB/se with Quantum 40s. \$371.00 *Pre'spect Technics Inc.*

### Bacpac

External enclosure for tape stream and hard drive combination with power controller. \$295.00 *CSA/Computer System Assc.*

### CSI 8800

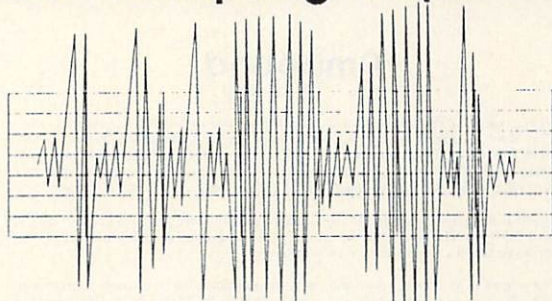
Minimax-2 internal RAM expansion allows you to expand the A500 up to a total of 2.5MB internally. Minimax-2 expansion board is available in four configuration levels: with 512K, 1MB, 1.5MB, or 2.0MB memory; equivalent to four, eight, twelve, or sixteen inserted 514256 memory chips. Keeps your expansion slot on side free. Expansion RAM disable switch, for older software programs incompatible with extra memory. RAM-test software included. Real-time clock on board with battery backup. Amiga automatically recognizes extra memory. \$179.00 *Centaur Software Inc.*

### EXP-1000

1MB, internal RAM board for the A500. \$299.95 with 0K installed or \$424.95 w/1MB.  
*Progressive Peripherals & Software*

# AudioLink

## 16-bit Linear Stereo Audio Processor with Sound Sampling Capabilities



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## MISCELLANEOUS HARDWARE

### FileRunner™ Streamer for use with any Amiga

External Streamer Sub System for use with any Amiga 60 meg and 150 meg available. Tested with the Amiga 3000. *Pre'spect Technics Inc.*

### Impact EXT

GVP external hard drive case allows room for two 5.25-inch, half-height hard drives. Includes internal power supply, mounting hardware and SCSI extension cable. \$259.00  
*Great Valley Products*

### Megaboard-2000

Two MB expansion board for A2000. \$224.95 0K, or \$349.95 w/2MB.  
*Progressive Peripherals & Software*

### MultiFunction Module

Daughterboard for the StarBoard2. Supports Motorola 68881 Math Chip as an I/O device. Provides battery-backed real-time clock; parity checking logic; and Sticky Disk hardware-protected memory disk \$90.00 and up..  
*MicroBotics, Inc.*

### ProRAM 2000

8 MB expansion board for the A2000. \$299.95 0K, or \$429.95 w/2MB  
*Progressive Peripherals & Software*

### SB 2000 Adaptor

Adapts the StarBoard2 for the A2000. Low-cost adaptor card allows installation of a decaded StarBoard2 inside the A2000 in the 100-pin. When adapted to the A2000, StarBoard2 is fully functional auto configuring memory and allows access to all the StarBoard2 Multi-Function options—StickyDisk, Math chip, parity or the new SCSI Module. \$69.95 *MicroBotics, Inc.*

### SC 8000 RAM Expansion 8 meg unpopulated

RAM Expansion for the Amiga 2000/2500 comes with 0K RAM. Please ask for RAM chips. Runs with all known other cards. 2/ 4/ 6/ 8/ meg. \$199.00 *Pre'spect Technics Inc.*

### SD Chassis

The SD (SCSI Device) Chassis can hold two half height or one full height 3.5 or 5.25 SCSI devices. The rear of the chassis sports two DB-25 SCSI connectors, a 23 CFM fan and a power supply capable of 100VAC through 240VAC, 50Hz to 60Hz and -4 AMPS at 5 Volts, 4 AMPS at 12 Volts. The chassis is painted Amiga white and its dimensions are 5 x 7 x 13. \$345.00  
*Comspec Communications*

### SP 2000 RAM expansion for the Amiga 500

nteraml RAM expansion for the Amiga 500 unpopulated. Please ask for RAM Chips.  
*Pre'spect Technics Inc.*

### SP 8000 for the Amiga 500

Internal RAM Expansion for the Amiga 500 runs with 2, 4, 8MB. *Pre'spect Technics Inc.*

### SSD Chassis

The SSD (Slim SCSI Device) Chassis can hold one half height 3.5 or 5.25 SCSI device. The rear of the chassis sports two DB-25 SCSI connectors, and 18 CFM fan and a power supply capable of 120VAC through 240VAC, 50Hz to 60Hz and -4AMPS at 5 Volts and 4 AMPS at 12 Volts. The chassis complements the Amiga in style and color. Dimensions are 14 x 13 x 2.5. \$269.00  
*Comspec Communications*

### Subsystem 1000

Three-slot expansion chassis with pass-through. Uses A2000 form factor cards. 3.5 SCSI hard drive may be mounted inside box. Includes bus buffering and bus arbitration. \$399.00 *Pacific Peripherals*

### Subsystem 500

Two-slot expansion chassis for the A500. Uses A2000, 100-pin expansion cards. Subsystem sits under the A500, taking up no additional desk space and adding only 1.5 inches in height. A500 keyboard is approximately same height as C64. Power supply and pass-through included. \$279.00 *Pacific Peripherals*

### Subsystem 500D

Two-slot expansion chassis for the A500. Uses A2000, 100-pin expansion cards. Subsystem sits under the A500, taking up no additional desk space and adding only 1.5 inches in height. A500 keyboard is approximately same height as C64. Power supply and pass-through included. System includes second floppy drive (DF1) facing forward in the subsystem. Requires no additional desk space and does not reduce number of slots available. \$419.00  
*Pacific Peripherals*

### TH1000

Turbo high-rise expansion chassis. \$995.00 *CSA/Computer System Assc.*

### The Surgeon

Eight-slot box for A500 and A1000. (4 slots for A2000, 1 slot for the IBM/XT, and 3 slots for the IBM/AT.) One drive bay (5.25), includes power supply with case. \$585.00 *Comp-U-Save*

### ToolBox

This 2-slot expansion card cage for the A500 and A1000 allows you to use most A2000 cards on your Amiga. It accepts and powers both the Toolbox memory board and Toolbox hard card. It also accepts other A2000 cards like the Bridgeboard. The ToolBox features a UL-approved 40 watt cool running (switching) power supply, pass-through, and on/off switch. \$269.95 *Expansion Technologies*

### Wiz Ram 2.0

The memory board fits in the place of the A501 and provides 1MB of chip RAM (with the new

What about the OTHER half of MultiMedia?

AmiTech Computers presents...



**AmiSound**

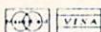
Sure, graphics are great. And we have, with little dispute, one of the BEST graphics machines around. The ability to directly manipulate video means that the Commodore Amiga will be, and is becoming THE major force to be reckoned with as the concept of MultiMedia comes into it's own (reading some of the 'other guy's' magazines would lead you to believe that they invented the concept - the Amiga has had the capability for 5 years, only we called it Desktop Video!)

BUT as good as the graphics are, the OTHER side of the MultiMedia coin is often overlooked - high quality SOUND. The Amiga with it's direct stereo output is a start, but we here at AmiTech Computers have found a way to make it even better.

AmiTech Computers presents - AmiSound, the zero footprint solution for adding great sound to any Amiga. The internal 6 watt per channel stereo amp provides all the room-filling sound you need to get the most out of your desktop presentations (...and even your favorite arcade games!) The AmiSound also acts as a handy switchbox to put all your on-off switches up front - where you can reach them. Built-in surge suppression helps protect your valuable equipment from those dangerous line voltage spikes. This will be one of the most indispensable peripheral you will ever buy for your Amiga system! And now, take advantage of our NEW LOW PRICE! Call TODAY!

NEW LOW PRICE!

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Circle 114 on Reader Service card.



# MISCELLANEOUS HARDWARE



fatter Agnus) and also 1.5MB of fast-slow RAM. Shielded from Radio Frequency and FCC approved. Price unavailable. *IMTRONICS, Inc.*

## ◆ TESTING ◆

### EI-209

Stand alone diagnostic cartridge for Amiga technicians. Uses LED matrix to monitor address and data lines. Also checks power supply. \$425.00 *Electronic Innovations*

## ◆ TRANSPUTING ◆

### Megalink 01 Transputer Board

Very flexible RAM configuration (from 256K to 32MB). You can upgrade the RAM step by step according to your own personal needs. Gives you up to four transputers, each with up to 4 MB RAM and up to 60 MIPS/9MFLOPS. 1 to 4 MB with/without Link-Interface. 3699 to 6999 Duetschemarks *Advanced Computer Design*

### Megalink 02 Video Transputer Board

Comes with one T800 (20, 25, or 30 MHz and 1 to 8 MB) and up to 2MB Video RAM gives you all the colors needed for computer graphics. 800 x 600 pixels 50 Hz non-interlaced with 16.7 million colors IFF adapter and driver for popular ray-tracing packages available now! 1MB RAM and 1 MB Video RAM. 6499 Duetschemarks *Advanced Computer Design*

### Megalink 03 Transputer Board

Very flexible RAM configuration (from 256K to 32MB). You can upgrade the RAM step by step according to your own personal needs. Includes one T800 Transputer board. 1 to 4MB with/without Link-Interface. 3699 to 6999 Duetschemarks. *Advanced Computer Design*

### The Producer Systems

Complete studio systems, from starter to complete professional studios customized to your application up to and including Targa systems, all hardware, software, furniture, set up, and training available. Call for price quote. Also MIDI systems. All Amiga based. *Dimension-X, Inc./CommoTech*

### The SANG Transputer Board

New dimensions in microcomputer parallel processing boards designed with 32-bit RISC parallel architecture transputers guarantee that up to 4 instructions are executed within 1 processor cycle per board. T800 chips are available at operating speeds of 20 MHz, 25 MHz or 30 MHz. Each T800 includes 4 K Bytes of extremely fast internal static RAM (50, 40, or 33ns cycle-time) permitting fast access of frequently used data and code without wait states. Ability to freely interconnect an unlimited number of

additional transputer boards, the video graphics transputer, SANG parallel memory boards and the INMOS B004 prototyping board. Available software development tools include Parallel C, Parallel Fortran, Parallel Pascal, Transputer-Assembler TASM 2, OCCAM compiler/server OCS and the HELIOS operating system. For special purposes it is also possible to construct systems with hybrid structures such as pipelines or trees. Message routing algorithms can be developed for use in large networks. Price unavailable *Digital Animation Productions*

### Video Graphics Transputer

High-end transputer-based graphics and video System. Provides fast hardware image manipulations such as zoom for applications ranging from computer arts and video to scientific visualization. Software-selectable resolutions range from 512 x 512 to 8192 x 8192 (max. display 1280 x 1024). High drawing speeds can be obtained by the use of either 1 or optionally 2MB of dedicated video RAM accessible by both the T800 and the G300 Color Video Controller. Optional cascaded video digitizer with a resolution of 800 x 600. Graphics libraries are included. CAD software and utilities for texture mapping to wire frames available upon request. The video graphics transputer is an independent board, but linkable to the SANG transputer for the A2000 or IBM AT compatibles. Higher performance can be achieved by connecting additional SANG transputer boards. Price unavailable. *Digital Animation Productions*

## ◆ MISCELLANEOUS ◆

### 200W Power Supply

POW-R 200 for A500 features replacement power supply for the A500, A500 power connector, and four AMP power connectors, fan cooled, continuous 200 watts and selectable 110VAC/60Hz or 220VAC/50Hz input. The switched utility outlet can be used for a monitor or any other device. DC Out: +5V/20A, +12V/8A, -5V/0.4A, and -12V/0.4A. \$198.00 *Spirit Technology Corp.*

### Batt Disk for A2000

Provides a fast, nonvolatile RAM disk that you can boot from. Survives powerdown. Memory sizes range from 64K (standard) to 512K. Battery life to exceed 2 years. Will autoboot to FFS. Hardware write-protected to prevent a crash from trashing your data. Possible uses are: Autoboot to a non-autoboot HD; put commonly used programs in Batt Disk to preserve user memory; use for development (i.e., source code in fast, Guru-safe RAM device). Call for information. *Michigan Software*

### Battery Backup System (BC-series)

BC-450 Battery Backup System provides 450 watts of emergency power in the event of a

blackout. Surge and brownout-protected. Line/Battery power indicator lights and audible alarm. Provides 34 minutes of backup at 1/2 load and 10 minutes at full load. MADE IN U.S.A., 2-year warranty. RFI/EMI-protected. Also available in 200 to 4000 watts, as well as LAN-specific Models. \$499.00 *Tripp Lite*

### Blinky™ SCSI device monitor

Monitors SCSI communications bus and tells you when your Amiga talks to hard drive, tape backup system, Bernoulli box, or any SCSI device hooked to computer. Also tells you when conversations take place between various devices on the SCSI bus. LED indicators not only let you know which of your SCSI devices are communicating, but also when they are active. \$74.95 *CSA/Computer System Assc.*

### CPS-500

Replacement power supply for the A500. 8 Amps. 3 AC receptacles, transient/spike suppression, more. \$99.95 *Phoenix Electronics, Inc.*

### Eprommer

Eprom programmer for 2716 through 27512, 27513, 27011 for standard, A and CMOS parts. You can read proms as well as save to disk. \$149.95 *Datel Computers*

### HD-150

Replacement power supply for the A500 features 150 watt power supply, short-circuit protection, internal mounted fuse, on/off switch and a full 1-year warranty. \$129.95 *Computers, Etc!*

### HD-150 DL

Replacement power supply for the A500 features 150 watt power supply, short-circuit protection, internal mounted fuse, on/off switch, three switched a/c accessory outlets with their own fuses, internal cooling fan, and a 5-pin external connector. The HD-150 DL also comes with a full 1-year warranty. \$179.95 *Computers, Etc!*

### Multistart for A500 and A2000

Puts the Amiga 1.1 operating system in ROM. Switch from 1.2 to 1.1 and back using the Amiga keyboard. No soldering. \$29.95 *Michigan Software*

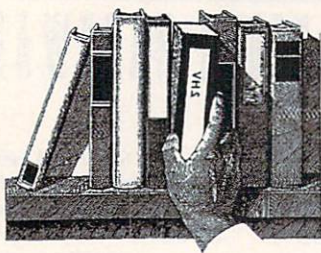
### Robotarm

Full-function 5-axis movement can manipulate small objects with amazing human-like dexterity. Comes with finger jaws, shovel scoop, magnetic attachment, and 2 joysticks. \$89.95 *Datel Computers*

### TACH 25

Hardware/software system for archiving software. High speed duplication works with 2 to 4 drives. Copy up to 81 tracks. Duplicate non-Amiga formats. \$89.95 *Datel Computers*





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## ♦ AUDIO TAPES ♦

### Amiga Sings

A 90-minute cassette of original music created with Music-X (Microillusions) and the MidiA Music Box on the Amiga, composed by a professional recording artist. This tape demonstrates the sound manipulating power of the Amiga when coupled with the right hardware. Recorded in MIDI realm.

\$12.00 *Eyeful Tower Communications/Earful Tower Productions*

### AmigaDOS 1.2 Tutorial

A training package for first-time Amiga users and anyone who has not experienced the power of the Amiga and its operating system. The user is taken through all stages necessary to become proficient in the use of this system. Consists of 2 self-instruction audio cassettes and handbook.

\$49.95 *INTOUCH TUTORIALS*

## ♦ BOOKS/DOS ♦

### AmigaDOS 1.3 Reference Book

This 16-page reference book is designed for use as a guide to standard Amiga keyboard commands. Included are summaries of AmigaDOS commands, the ED editor's commands, Standard AmigaDOS devices and assignments, which are arranged alphabetically, and Amiga Error Codes, which are listed by number.

\$3.50 *The Computer Club Co.*

### AmigaDOS CLI Reference Book 1.2

This reference book is designed for use as a guide to standard Amiga Command Line Interface (CLI) usage. Included are summaries of AmigaDOS CLI commands, the ED editor's commands, and standard AmigaDOS devices and assignments. Eight pages.

\$2.50 *The Computer Club Co.*

### AmigaDOS Inside and Out

An in-depth guide to AmigaDOS from internal design up to practical applications. Includes many program examples. 280pp. ISBN 1-55755-041-7 \$19.95 *Abacus Software*

### AmigaDOS Quick Reference

Easy-to-use reference tool for beginners and advanced programmers alike. All AmigaDOS commands including Workbench 1.3, Command syntax and arguments with examples, CLI shortcuts, CTRL sequences, Amiga ASCII table, Guru Meditation Codes, and Error messages. 128pp. ISBN 1-55755-049-2 \$9.95

*Abacus Software*

### AmigaDOS Quick Reference Guide, 3rd Ed.

Covers AmigaDOS version 1.3. Its easily understood tutorial and comprehensive reference guide takes the reader, step by step, through the intricacies of AmigaDOS. Thoroughly illustrated with practical examples. Presents each AmigaDOS command detailing its purpose, format, and parameter.

\$21.95 *Compu! Publications*

### Introduction to AmigaDOS

Strong emphasis on visuals. Helps newcomers, as well as seasoned Workbench users, adapt to the SHELL and CLI. Parallels are drawn from the Workbench environment in order to clarify SHELL and CLI equivalents. Countless terms are defined with plenty of graphic examples. Provides user with basic working knowledge of the SHELL and CLI. \$29.95 *Graphic Expressions*

### Learn AmigaDOS All By Yourself!

A self-tutoring course in AmigaDOS. Covers all versions 1.0 to 1.3. We assume you know nothing about AmigaDOS to begin this course. Learn how to delete, copy, obtain directory listings, edit, execute, relabel, rename, search, sort, set up multiple CLI windows, use the built-in RAM disk, direct output to the printer, etc.! Just a few of the commands you will become proficient at.

\$24.95 *Brantford Educational Services*

### The Amiga Companion, Second Edition

A comprehensive guide to AmigaDOS and the CLI. Includes an overview of the Workbench and an introduction to the CLI. This expanded second edition includes full coverage of AmigaDOS 1.3, a new chapter on hard disks, more CLI and SHELL commands, MicroEMACS appendix, and over 50 new pages of examples and tips.

\$19.95 *IDG Communications*

### The AmigaDOS Manual, Second Edition

Official documentation for AmigaDOS 1.2.

Details DOS commands; includes technical reference manual and developers manual.

\$24.95 *Bantam Electronic Publishing*

## ♦ BOOKS/ENTERTAINMENT ♦

### Adventure Game Hint Books

When all else fails, you can always get help from a full line of hint books for the following popular Amiga games: King's Quest I, II, III, and IV; Space Quest I, II, and III; and Police Quest I and II. Also, The Black Cauldron, Gold Rush, Manhunter: New York, Manhunter: San Francisco, and both Leisure Suit Larry games. \$7.95 *Sierra On-Line*

### Dragons of Flame Clue Book by SSI

Finally, some assistance to SSI's Advanced Dungeons & Dragons® fans. This clue book offers inside information, explicit diagrams, game-winning approaches, and even some step-by-step instructions for a victorious voyage through the wilderness of the Elven Mosaic.

\$7.95 *Electronic Arts*

### Heroes of The Lance Clue Book by SSI

Valuable aid to players of SSI's vastly popular Advanced Dungeons & Dragons® computer game. This clue book provides more than vague hints and sketchy references. As a complete player's guide, it provides highly detailed maps, game-winning strategies, and valuable hints. Everything you need for a successful journey into the world of AD&D® is provided. \$6.95

*Electronic Arts*

### Hillsfar Clue Book by SSI

Here is valuable support to players of the popular Advanced Dungeons & Dragons® computer game. This clue book contains advice, specialized charts, and game-winning procedures to aid in the triumphant trek to the city of Hillsfar. \$7.95 *Electronic Arts*

### Hint Sheet Folder

This folder contains hint sheets covering each of the current fantasy games, as well as general pointers on strategies for the wargames. If you've ever wanted help with SSI's fantasy or wargames, this could be what you're looking for! \$4.00 *Strategic Simulations, Inc.*

### Hints, Maps, and Solutions to Computer Adventure Games

Complete maps, hint sheets, and solutions to nearly two dozen of the most popular adventure games, such as Space Quest II, Leisure Suit Larry, Police Quest, and Dark Lord. For each game,





there's a complete player's map and complete solutions, as well as clues to help the determined adventure game player through difficult situations. \$16.95 *Compute! Publications*

## Maps, Lists, and Answers for Dungeon Master

Contains everything you need to know to succeed at FTL's Dungeon Master. Each map has its own numbered object list and a spell list that matches the magical symbols found in the game. Concisely written for quick reference. \$6.95 *Mullen Graphics*

## The King's Quest Companion

A book with complete background information on the entire King's Quest series (games I-V). History, maps, legends, biographies and plenty of answers. \$14.95 *Osbourne McGraw-Hill*

## The Official F-19 Stealth Fighter Handbook

The Official F-19 Stealth Fighter Handbook is your key to mastering F-19 Stealth Fighter from MicroProse. Inside you learn to maintain a good stealth profile, locate the best strafing targets, perform the most successful pursuit curves, carry out fake attacks that ward off enemies and master the most effective missile shots. As you make your way through the seven intriguing chapters and Stealth Pilot Papers, you'll experience the full effect of simulated stealth flight through intricate 3-D graphics that include cities, SAM sites, bridges, other planes, airbases, and four whole worlds crawling with enemies, targets, and hostile weapons. \$16.95 *Chilton Book Company*

## Turn and Burn: The Authoritative Guide to Falcon

Written for both beginners and experts, this is the guide to flying and mastering the very popular Falcon, the F-16 fighter simulation from Spectrum Holobyte. Written in close consultation with the developers of Falcon, Turn and Burn includes special information known only to them. All of the important components of Falcon are here: take-off, basic flight maneuvers, air combat maneuvers, weapon systems and strategy. \$12.95 *Compute! Publications*

## ◆ BOOKS/GRAPHICS ◆

### 3D Computer Graphics: A User's Guide for Artists and Designers—2nd Edition

A comprehensive guide to the big wide world of computer graphics. This is not an Amiga-specific book, but rather an overview of computer graphics in general. Find out what the pros are doing, and see how they do it. Learn all about computer generated 3D graphics—the terms, the techniques. \$26.95 *TAB BOOKS, Inc.*

### Amiga Graphics Inside & Out

Will show you simply and in plain English how to use super graphic features and functions of the Amiga. Learn how to access the graphic features from both AmigaBASIC and C. 320pp. ISBN 1-55755-052-2. \$34.95 *Abacus Software*

### Becoming an Amiga Artist

By William B. Sanders. 304 pp. \$19.95 *Scott, Foresman, & Co.*

### INSIDE AMIGA Graphics

A comprehensive tutorial and reference guide on programming Amiga graphics. Includes example programs in both C and AmigaBASIC. \$18.95 *Compute! Publications*

### The Amiga User's Guide to Graphics, Sound, and Telecommunications

Covers every aspect of the Amiga, from basic functions to sophisticated features. Music, voice, graphics, animation, and telecommunications. \$18.95 *Bantam Electronic Publishing*

### Timing for Animation

Two internationally-acclaimed animators explore the art of timing in animation. How to achieve different effects with varied techniques. Heavily illustrated. \$37.95 *Focal Press*

### Using DeluxePaint, 2nd Edition

Ideas for amateur and professional artists. Basic drawing skills to customizing brushes. Techniques are explained and demonstrated with results shown in more than 100 figures and drawings. Includes an eight-page color section of DeluxePaint artwork. \$23.95 *Compute! Publications*

## ◆ BOOKS/MISCELLANEOUS ◆

### 1001 Things to do with your Amiga.

By Mark R. Sawusch and Dave Prochnow, this book will provide you with many projects. \$12.95 *TAB BOOKS, Inc.*

### Amiga Applications

A collection of applications including educational games, personal management programs, and business tools. All programmed in AmigaBASIC. Programs from the book are available on disk for \$15.95. \$18.95 *Compute! Publications*

### Amiga for Beginners

A practical guide to learning and applying the Amiga. Helps you learn the essentials of the Amiga easily and quickly from opening the box to your first application. 182pp. ISBN 1-55755-021-2. \$16.95 *Abacus Software*

### Amiga Tricks & Tips

A valuable collection of software tools and programming hints. Presents dozens of tips on accessing libraries from BASIC, custom character sets, AmigaDOS, sound, important 68000 memory locations, and more! 348pp. ISBN 0-916439-88-7. \$19.95 *Abacus Software*

### Beginner's Guide To The Amiga

A general guide to the Amiga for the novice. \$16.95 *Compute! Publications*

### Computer Viruses: A high-tech disease

Introduces viruses and their history, tells about self-operating programs, design and function of viruses, sample listings in BASIC, Pascal, and machine language. Also includes examples of viral software manipulation, protection viruses and strategies. Price unavailable. *Abacus Software*

### First Book of Amiga

A collection of BASIC programs and tutorials designed to teach programming techniques on the Amiga. Programs from the book are available on disk for \$15.95. \$16.95 *Compute! Publications*

### Kids and the Amiga

Includes over 30 sections with instructional notes. Kids and the Amiga has lessons, assignments, and lively illustrations. For both young and the not-so-young. \$15.95 *Compute! Publications*

### Second Book of Amiga

More Amiga programs and articles. Ready-to-type-in software. From games like Eurcure and Laser Chess, useful applications. A disk which contains all the programs in the book is available for \$15.95. \$16.95 *Compute! Publications*

## ◆ BOOKS/PROGRAMMING ◆

### Advanced AmigaBASIC

This guide reveals the advanced techniques and commands necessary to write sophisticated programs in AmigaBASIC. Includes numerous sample programs and utilities. A disk which includes the programs in the book is available for \$15.95. \$18.95 *Compute! Publications*

### Advanced System Programmer's Guide

Comprehensive guide to what goes on inside the Amiga in a single volume. Many subjects covered include the EXEC structure, I/O requests, interrupts and resource management, multitasking functions, and more! 442pp. ISBN 1-55755-034-4. \$34.95 *Abacus Software*

### Advanced System Programming on the Amiga

This is the second comprehensive volume describing the internals of the Amiga. If you need extensive programming and technical information on the Amiga, you'll find it here. Includes latest information on AmigaDOS 1.3. 550+ pages. ISBN 1-55755-047-6. \$34.95 *Abacus Software*

### Amiga 3D Graphics Programming in BASIC

How to use the powerful graphic capabilities of the Amiga. Details the techniques and algorithm for writing three-dimensional graphic programs: ray tracing in all resolutions, light sources, shading, and more. ISBN 1-55755-044-1. \$19.95 *Abacus Software*





## BOOKS & TAPES

### **Amiga Assembly Language Programming**

A complete Assembly language resource.  
\$14.95 *TAB BOOKS, Inc.*

### **Amiga C for Advanced Programmers**

Contains a wealth of information from the C programming pros: how compilers, assemblers and linkers work, designing and programming user-friendly interfaces, managing large C programming projects, using jump tables and dynamic arrays, combining Assembly language and C codes, and more. Includes complete source code for a C-based text editor. 400pp. ISBN 1-55755-046-8. \$34.95 *Abacus Software*

### **Amiga C for Beginners**

A practical introductory guide to learning and using C language on your Amiga. Explains the language elements using examples specifically geared to the Amiga. Describes C library routines, how the compiler works, and more. 280pp. 1-55755-045-X. \$19.95 *Abacus Software*

### **Amiga Machine Language**

A practical, comprehensive guide to learning ultra-fast 68000 Assembler language. Covers 68000 microprocessor addressing modes and architecture, speech and sound from ML. 264pp. ISBN 1-55755-025-5 \$19.95 *Abacus Software*

### **Amiga Machine Language Programming Guide**

An introductory guide to the Amiga's native language, 68000 machine language. A disk which includes files from the book, all the programs in the book, and a complete Amiga assembler is available for \$19.95. \$21.95 *Compute! Publications*

### **Amiga Programmer's Guide**

Introduces you to the Amiga's graphics and stereo power. Learn how to set up the Amiga, use the mouse and keyboard, and install expansion devices. Examine the fundamentals of AmigaBASIC, LOGO, and C through example programs. Communicate with PC's and work with VCR's and stereo. \$16.95 *Queue, Inc.*

### **Amiga Programmer's Handbook, Vol. I, Second Edition**

Over 300 pages. Covers exec, graphics, animation, text, layers, Intuition, Workbench functions, and Macros. \$24.95 *Sybox Computer Books*

### **Amiga Programmer's Handbook, Vol. II**

Covers devices: audio, narrator, parallel, serial, input, console, keyboard, gameport, printer, clipboard, timer, TrackDisk, Exec-support functions, and Macros. \$24.95 *Sybox Computer Books*

### **AmigaBASIC Inside & Out**

Guide to learning and applying Amiga-BASIC. A

combination of beginning tutorial, advanced guide, and authoritative reference, all in one book. 554 pp. ISBN 0-916439-87-9 \$24.95 *Abacus Software*

### **Back to BASIC**

History and philosophy of BASIC by Kemeny and Kurtz. \$12.95 *True BASIC, Inc.*

### **COMPUTE!'s Amiga Programmer's Guide**

A comprehensive guide to programming the Amiga. Includes example programs and instructions in accessing advanced features. Covers AmigaDOS, BASIC, Intuition, and other important software tools. \$18.95 *Compute! Publications*

### **Elementary AmigaBASIC**

Guide to Amiga's impressive graphics, animation, and sound with complete descriptions of AmigaBASIC's commands, syntax, and organization. Disk available which includes the programs in the book for \$15.95. \$14.95 *Compute! Publications*

### **Guru's Guide**

Guru's Guide, Meditation #1 offers users and developers a rich fund of inside Amiga programming lore. It is the first volume in a new series of Amiga technical reference books authored by the designer of the Amiga's multitasking system. Written for all levels of programmers, this volume supplies you with vital information for understanding the complex and often mysterious topic of Interrupts. Clearly presented with many diagrams, tables, and examples. \$14.95 *Sassenrath Research*

### **Inside the Amiga with C**

Explores each of the major subsystems through example programs. Topics covered include AmigaDOS, Intuition, and the Executive kernel. \$22.95 *Howard W. Sams & Co., Inc.*

### **Introduction to Computer Applications Using BASIC**

Practical uses for programming in BASIC. By Jones. \$30.00 *True BASIC, Inc.*

### **Learn AmigaBASIC All By Yourself, Volume 1**

Self-tutoring BASIC programming course. Complete explanations of all BASIC commands. Many programming examples to study, questions to answer, and programs to make up. A test after each lesson. All answers supplied. Written by a teacher whose courses are used in high schools, colleges and adult education classes. Satisfaction guaranteed. For all Amigas. \$24.95 *Brantford Educational Services*

### **Learn Amiga BASIC All By Yourself, Volume 2**

Extends Volume 1 course to include the handling of Sequential and Random files. Also includes programming the mouse, Windows and Menu

Title bars. Complete explanations of all file handling commands. All learning is done through practical example programs. All answers are provided to the many questions including answers to the Lesson Tests. \$24.95 *Brantford Educational Services*

### **Learning C: Programming Graphics on The Amiga and Atari ST**

Guide to programming graphics on the Amiga and Atari ST computers using C. Includes tutorials on programming advanced graphics. Programs in the book available on disk for \$15.95. \$19.95 *Compute! Publications*

### **More Amiga Tricks & Tips**

Our second book of handy hints and tips that gives you information we couldn't fit in first volume. By popular demand we've included new and useful information for the recently-released Kickstart 1.3 and Workbench 1.3! ISBN 1-55755-051-4 224 pp. \$19.95 *Abacus Software*

### **Programmer's Guide To The Amiga**

This example-packed guide for programmers covers a wide range of topics and serves as a complement to the Amiga ROM Kernel Manuals. Being used by over 16,000 programmers and available in German, Italian, and Danish. Though written for the C language, the author offers source/object disks not only for Lattice/Manx C, but also for Modula-2. \$24.95 *DATAPATH*

### **Programmer's Guide To The Amiga**

A guided hands-on tour of the Amiga system, for AmigaDOS through Version 1.2. Includes examples and ready-to-use routines. \$24.95 *Sybox Computer Books*

### **Source/Object Diskette for Programmer's Guide To The Amiga**

Source and object code from the Programmer's Guide To The Amiga (SYBEX). Available formats: Lattice/Manx C, TDI Modula-2, or Benchmark Modula-2. Please specify format when ordering. DATAPATH offers special pricing on book/diskette combinations. Write for details. \$15.00 *DATAPATH*

### **Standard BASIC Programming with True BASIC by Catlin.**

\$30.00. *True BASIC, Inc.*

### **Structured BASIC Programming**

By Kemeny and Kurtz. \$33.95 *True BASIC, Inc.*

### **Structured Programming with True-BASIC**

By Goldstein, Moore, and Welcher. \$30.00 *True BASIC, Inc.*

### **The Amiga Microsoft BASIC Programmer's Guide**

By Vahé Guzelimian, Norbert Kuhnert, and Gia Rozells. 280 pp. \$19.95 *Scott, Foresman, & Co.*





## The True BASIC Primer

General programming textbook by William S. Davis. \$21.95 *True BASIC, Inc.*

## True BASIC—A Complete Manual

Programming manual by Simpson. \$14.95 *True BASIC, Inc.*

### ◆ BOOKS/TECHNICAL ◆

## 1988 Amiga Developers Conference Notes

400+ page manual and disk created for 1988 Amiga Developers Conference. Topics covered include: Unique Amiga Techniques, Tips and Tricks for Programming in C, IFF, Autoboot and Kickstart V1.3, V1.3 Printer Device and Printer Drivers, Amiga Audio and Sound, Overscan, Hi-Resolution Fonts, Programming for 16-bit Amiga, A500 Expansion Cards, and much more. \$75.00 *Commodore Business Machines*

## A500/A2000 Technical Reference Manual

A 275-page reference manual that describes the technical features of the A500 and A2000, as well as those features that differ from the A1000. Includes: system block diagrams, Amiga expansion, designing hardware for the Amiga expansion architecture, driver documentation, software for Amiga expansion, PC Bridgeboard and description of the PC/XT emulator for the Amiga 2000, BIOS entry points, custom chips, miscellaneous hardware information, clock/calendar registers, power budgets, A2000 PAL equations, and schematics. \$40.00 *Commodore Business Machines*

## Amiga 1000 Schematics and Expansion Specifications

Spiral-bound manual contains full A1000 schematics, timing diagrams, PAL equations, and documentation for the auto-configuration process. \$20.00 *Commodore Business Machines*

## Amiga Disk Drives Inside and Out

A practical guide to the Amiga's disk drive operations. Find information about data security, disk drive speedup routines, disk copy protection, boot blocks, and technical aspects of the hardware. 360pp. ISBN 1-55755-042-5 \$29.95 *Abacus Software*

## Amiga Hardware Reference Manual

Written by the technical staff at Commodore-Amiga, this revised version presents an in-depth description of the Amiga's hardware. Includes tutorial on writing Assembly language programs, descriptions of the coprocessor, playfields, sprites, and the blitter. Eight appendices and a glossary also included. 400 pp. \$24.95 *Addison-Wesley*

## Amiga ROM Kernel Reference Manual: Includes Autodocs

Contains Amiga C and Assembly language; includes files, function Autodocs, and IFF

documents. Provides essential programming materials. 768 pp. \$32.95 *Addison-Wesley*

## Amiga ROM Kernel Reference Manual: Libraries and Devices

Provides detailed descriptions of the features and functions of the Amiga ROM Kernel manual, including Exec, Intuition, and Workbench. 950 pp. \$34.95 *Addison-Wesley*

## Fall 1986 Amiga Developers Conference Notes

Contains diagrams, outlines, and additional notes pertaining to each conference speaker's topic. Some conference topics include: Exec, IFF, System Software V1.2, Amiga Programmers Suite by RJ Mical, 3D Graphics/Ray Tracing, Software Expansion Architecture, Hardware (Inside Amiga, Ports, Disk Information), MIDI Sound Synthesis, Efficient C Programming. \$20.00 *Commodore Business Machines*

## Guru's Guide

Guru's Guide, Meditation #1 offers users and developers a rich fund of inside programming lore. It is the first volume in a new series of Amiga technical reference books authored by the designer of Amiga's Multitasking System. Written for all levels of programmers, this volume supplies you with vital information for understanding the complex and often mysterious topic of Interrupts. Clearly presented with many diagrams, tables, and examples. \$14.95 *Sassenrath Research*

## IFF Manual and Disk

Spiral-bound manual includes full IFF documentation and source listings for Amiga IFF. The IFF disk contains source code, object files, executable programs, and documentation. \$20.00 *Commodore Business Machines*

## Mapping the Amiga

Alphabetized description of system calls and data structures. Discussion of libraries and devices. Full description of Amiga hardware. Complete programming examples in BASIC, Assembly language, C, and Modula-2. \$22.95 *Compute! Publications*

### ◆ BOOKS/VIDEO ◆

## Amiga Desktop Video

Devoted exclusively to exploring the fundamentals of desktop video (DTV) and the graphics and sound capabilities of Amiga; also explains the advantages of using DTV in the creative, educational, and business realms. Tutorials throughout the book make use of popular DTV programs and hardware, while the illustrations (some in full color, and all created with Amiga graphics programs) provide examples of DTV graphic techniques. The appendices include a glossary of terms, an up-to-

date list of manufacturers, and a list of countries adhering to the same video standards as the United States. \$19.95 *Chilton Book Company*

## Amiga Desktop Video Guide

Amiga Desktop Video Guide clearly explains what the Amiga can do and how you can harness its video power. The reader is guided through the confusing jargon and given an introduction to desktop video—the Amiga way. After assessing dozens of evaluation units, sent in by many hardware and software companies, recommendations are made for studio setups for the hobbyist, the amateur, and the professional video producer, based on quality requirements and cost factors. \$19.95 *Abacus Software*

## Desktop Video: A Guide to Personal and Small Business Video Production

Covers all aspects of the Desktop Video business, from computers to video equipment, and how to put it all together. \$14.95 *Harcourt Brace Jovanovich*

### ◆ VIDEOTAPES/ ENTERTAINMENT ◆

## Sierra Video Catalogue

Preview Sierra's lineup of 1989-90 games in the comfort of your living room from a VHS cassette showing Sierra's best-selling line of entertainment software. With Sierra Video Catalogue, you can watch scenes from the latest Sierra games, complete with stereo soundtracks as played on a Roland MT-32 sound module. \$4.95 *Sierra On-Line*

### ◆ VIDEOTAPES/TUTORIALS ◆

## 'Me and My Amiga' An Introduction

An introduction tape aimed at entry-level consumers using any A500 or A2000 type system. Unique part is that a 3-disk software set of shareware programs—featuring utilities, backup programs, and games—is included \$39.95 *CP Productions*

## 3D Cookbook Video

A low-cost, low-hype, introductory video instruction course to the Sculpt-Animate series of products. \$24.95 *Byte by Byte*

## Amiga Encyclopedia On A Video

If you must know about the latest and best software developments, they are presented here on a convenient full-color and sound VHS video. How-to demos of art, music, games, desktop publishing, education, and business software. Fully Amiga-produced. \$39.95 *Video Advantage*

## Amiga Instruction Course

Workbench and CLI instruction on a 90-minute VHS, Beta, or PAL. \$29.95 *Clackamas Computers*





## BOOKS & TAPES

### Director Tutorial Video

A step-by-step guide to using The Director. The tape takes the novice through AmigaDOS CLI commands, script editing, adding effects to slideshows, and page-flipping animation. The more experienced user will learn double buffering, effects with ANIMS, the sound module, the array, and advanced techniques. \$39.95 *The Right Answers Group*

### Introduction to the CLI

Videotape demonstrating the use of the Amiga CLI. Learn at your own pace by stopping at any moment to review each step as many times as you wish. Tape includes a protective plastic case and a handy reference guide. 40-minute VHS tape. \$29.95 *Vega Technologies*

### Professional Digitizing Techniques

Learn how to make your digitizer make you money! Secret tips from a professional video producer on ways to improve your digitizations. Many techniques not even covered in the manual are presented. Animate your final product for an amazing video effect. Learn over 10 ways to make cash from your digitizer. \$19.95 *MICHAELANGELO Productions*  
see display ad page 60

### Professional Techniques for DeluxePaint III

A one-hour VHS video of tutorials, tips and techniques. You will be guided step-by-step through DeluxePaint features including: Cel and Brush animation, text manipulation, 3D perspective, and many other features. \$24.95 *Electronic Arts*

### TeleGraphics International Tape I: Video Graphics Techniques

The first tape in a 3-tape instructional series

produced totally with Amiga graphics, animations, titling and effects by Amiga software and SuperGen genlock. Provides an excellent example of what can be done with the Amiga and video. Many examples of graphics, titling, animation and special effects and wipes. Covers planning graphics for video applications, uses of training animations, diagrams, graphs, and charts. Sold separately, \$39.95 + \$1.55 s/h, or as part of a 3-tape set available for \$99.50.

\$39.95 *TeleGraphics International*

### TeleGraphics International Tape II: Color Cycling Animation

Instructional VHS videotape, approx. 45 minutes. Basics of color cycling animation using DeluxePaint II. Begins with explanation of palette and simplest cycling techniques, advances to more sophisticated techniques and complex animations. Includes Amiga Art Disk full of animations used in the tape plus other stock animated backgrounds to load and use yourself. The 2nd tape in a 3-tape series. Sold separately, \$39.95 + \$1.55 s/h, or as part of a 3-tape set available for \$99.50

\$39.95 *TeleGraphics International*

### TeleGraphics International Tape III: Digitizing For Effect

Instructional VHS videotape, approx. 50 minutes. Covers hook-up and set-up of Amiga and NewTek's Digi-View Digitizer and Digi-Droid. Explains how digitizing works, shows examples of cameras, various equipment hook-ups plus tips on lighting, how to select good images, and applying digitized images to video production. Direct on-screen comparison of live image versus digitized HAM image and HAM versus IFF. Sold separately, \$39.95 + \$1.55 s/h, or as part of a 3-tape set available for \$99.50

\$39.95 *TeleGraphics International*

### TeleGraphics International Tape IV: Amiga Hard Drives: The Complete Guide

Covers available options when selecting and installing hard drives, including third-party and Commodore controllers. Explains partitioning, formatting and Bridgeboard hard drive options too. Helps organize and customize your hard drive for your special needs and also gives tips and techniques. This tape comes with a FREE utility/setup 3.5 disk.

\$49.95 *TeleGraphics International*

## ◆ VIDEOTAPES/VIDEO ◆

### Amiga Digest Video Series Tape One Mastering Workbench and CLI

A 60 minute introduction to the Workbench and CLI environments. Included FREE is a brief CLI command summary and 3.5-inch disk loaded with software that helps the user make the most of the Amiga operating system. MasterCard,

VISA, check, MO. *Grass Roots Video Productions*  
please see display ad this page

### Amiga Digest Video Series Tape Two Desktop Publishing with PageStream

A 120 minute overview of PageStream. Walks the user through two complete projects (newsletter and ad). Included FREE is keyboard equivalent command summary and 3.5-inch disk filled with fonts, clip art, and documents used in tutorial. Price includes UPS shipping. MC, VISA, check, MO. *Grass Roots Video Productions*  
please see display ad this page

### BACKGROUNDER: The Videotape

Broadcast-quality background on videotape to be used with Amiga to overlay graphics and titling. From weddings to hi-tech industrial applications. Every background has its own distinctive music. Available tape format: 8mm video/VHS/S-VHS/3/4 U-matic and U-matic SP. Price unavailable. *Philadelphia Video Lab Inc.*

### Digital Designs Graphics Optimizer

VHS videotape which not only provides general tips but shows you how to plan and use the animations and art from the library, in addition to the proper application of the images with genlocks in video production. Will help you to make full use of the library art. If purchased with any Digital Designs Disk Library, you will receive a valuable discount off the tape price. If all three libraries are purchased together, the tape is included FREE. Price unavailable. *Digital Designs*

### Pro Video Gold Demo Tape

A helpful videotape that offers instruction and useful tips for operating JDK Images' Pro Video Gold. \$10.00 for VHS; \$20.00 for 3/4-inch. *JDK Images/Sberoff Systems*

### Video Visions Titler Set: The Video

Contains all the backdrops/objects that comprise the Titler Set on disk. This videotape version is for those who do not have Amigas, but yearn to utilize graphics for their video productions. Contains: videographer, titler, advertiser, and broadcaster volumes on tape. \$49.95 *CV Designs*

### Volume I: How To Use The Amiga For Video

A one-hour VHS videotape for beginners who have never used the Amiga. \$39.95 *TV One Productions*

### Volume II: How To Make TV Commercials With The Amiga

A VHS videotape for Amiga video enthusiasts. \$199.95 *TV One Productions*

### Volume III: How To Make Presentations & Sales Tapes With The Amiga

A VHS videotape for Amiga video enthusiasts. \$199.95 *TV One Productions*

## Amiga\* Digest Video Series

### Tape 1 - Mastering Workbench\* and CLI\*

Step-by-step guide on how to get the most from the Workbench and CLI environments. FREE PD software disk and command summary.

### Tape 2 - Desktop Publishing with PageStream\*\*

Complete instruction that takes you from start to finish on two projects. FREE fonts/clipart disk and keyboard command summary.

\$30 each or both for \$50

Includes UPS shipping VA. res. add 4.5% tax

Call for Free Discount Coupon and Product Guide

Grass Roots Video Productions

P.O. Box 10889

Burke, VA 22015 (703) 569-2652

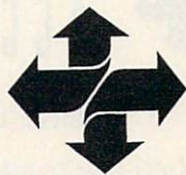
MasterCard, VISA, Check, MO, COD

\*Trademark of Commodore Business Machines  
\*\*Trademark of Northridge Publishing Corporation

Circle 108 on Reader Service card.



# ACCESSORIES & SERVICES



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## ♦ ACCESSORIES ♦

### Ami-Stand

Organizes your Amiga and peripherals for a neat appearance. Free brochure. \$39.95  
*Gladstone Productions*

### AmiSound

AmiSound is a 3-in-1 peripheral box that provides: (a) Monitor Stand (raises monitor for better viewing), (b) Power Center (computer/peripherals plug into the back of the box; all are controlled by front-mounted lighted rocker switches and are surge-suppressed), (c) 12 Watt stereo amp (6 watts/channel, high-quality amp with separate left/right front-mounted volume controls). \$99.95 *AmiTech Computers*

### APS - 500

Replacement power supply for the A500 computer. Specs: 5 Volts at 8 amps, +12 volts at 2 amps, -12 volts at 0.5 amps with spike protection & RFI filtering. \$99.95 *Micro-Dyn Inc.*

### Audio 2000

Stereo amplifier for the A2000. Features true stereo, 100% separation with front dual volume controls and headphone jack. The main amplifier board fits in the IBM-type card slots. Works with any software. \$175.00 *Day's*

### Audio DC AMP

Direct coupled amplifier for positioning systems. Two outputs with 255 voltage levels. Ten turn adjust for gain and offset. Output range +5 volt. A plug-in unit for the A2000 and adaptable to the A1000 and A500. \$145.95 *Day's*

### BBI-Battery Backup

The BBI-Battery Backup is a power control center with a standby battery unit built in. This can save countless hours of work by allowing you to save files after power loss. \$499.95 *Corwyn International*

### Computer Coverup, Inc.

Computer Coverup, Inc. has added more than 200 new models to its wide line of attractive clear vinyl dust covers. For further information on Computer Coverup's dust covers and other products, contact company for details.  
*Computer Coverup, Inc.*

### Covergear

A new deluxe series of nylon dust covers that

span virtually the entire range of computers, keyboards, printers and monitors. Covergear is silver with coordinated blue piping. Features drawstring that secures and shapes cover snugly, a special built-in stuff sack that allows for neat, convenient storage. Water-resistant, stain-resistant, anti-static nylon. Contact company for price quote. *Computer Coverup, Inc.*

### EYE RESolution

Monitor screen cover that virtually eliminates hires flicker. Attaches easily to the front of your monitor. Simple hook-and-hold method or high-quality super stick Velcro tabs. Improves contrast and relieves eyestrain. \$14.95 *MicroSearch, Inc.*

### Great Cover-Ups

Clear, frosty, high-quality, sewn, custom dust covers for computers, printers, and most peripherals. *Great Cover-Ups*

### Leather Mouse Pad

9 x 10.5, hand-made from quality leather, in three grades: HIGH traction for precise operation, such as drawing, NORMAL traction for normal operation, and LOW traction for fast movements, such as games. Provides a smooth, natural surface to extend the life of your mouse and allows better control and ease in the operation of your mouse. \$19.95 *Vega Technologies*

### Mouse Tune

Mouse Tune is a universal mouse cleaning tool for use with virtually all computer mice.  
*T.S.R. Hutchinson*

### Mouse Wash 2500

A specially-designed acrylic ball that has a texture design to grab the dirt and grime build-up on the rollers without scratching them. Needs no chemicals that may damage your mouse. \$7.95  
*T & L Products*

### MS-500

All-metal stand attaches to the top of the A500. \$29.95 *Phoenix Electronics, Inc.*

### Plexiglass case for the Amiga 2000

Limited edition—only 50 cases will be built! Eyecatcher at every show or fair. Highest quality materials used. 8mm Plexiglass case. Totally see-through. *Advanced Computer Design*

### PS 500 Monitor Stand

Plastic stand for the A500 raises the computer and hides the cables. \$49.95 *Studio 7*

### Rat-Pad!

A mouse pad that is 10 x 12. Gives your mouse room to roam. \$11.95  
*T & L Products*

### Removable Stik-Foot™

Stik-Foot™ is a flat non-skid joystick base (9 x 12) that can be attached to any joystick that has a flat base or suction cups. It makes the joystick easier to use by allowing one-handed operation, prevents damage to furniture, is durable, and attaches easily with hook-and-loop fastening tape. May be removed and reattached to the joystick repeatedly. Can even be used as a laptop mouse pad! \$5.95 *The Softwaresmith*

### Stand for 500

All-metal stand to put monitor on top of the A500 with shelf. Also brings mouse and joystick ports around to side of machine. \$64.00 *Comp-U-Save*

### The Computer Club's Brand Foam Bat

Foolproof 100% bug free, 18-inch foam rubber bat. An intuitive user interface, it requires no technical knowledge of computers. Eliminates frustrating software and hardware bugs forever! A 100% compatible computer accessory! \*Free with any software order. Limit one per customer.  
*The Computer Club Co.*

### The Ergotron Design Station

Free-standing design station rescues valuable desk space. Place the CPU on the adjustable shelf, which can be adjusted 6 vertically. Suspend the monitor above the desk using the workstation's hydraulic Radial Arm, which provides 20 horizontal, 20° tilt, and 360° rotation. Models in 25- and 30-inch widths, and 64-, 70- and 78-inch heights. *Ergotron*

### The Ergotron Workstation Suspended Radial Arm Computer

Workstation designed to save valuable work space by suspending the monitor and processor above the work surface. Provides shelf for the processor and a radial arm that suspends the monitor above the desktop. The pivoting arm lets the user adjust the monitor to any position and provides a 6 vertical adjustment, 20° tilt, and 360° rotation with the touch of a hand. Models in 25- and 30-inch widths, and 64-, 70- and 78-inch heights. *Ergotron*

### VDS120

Vertical disk storage unit, large capacity, wall-mountable, organizing compartments. Holds over 120 3.5-inch disks. \$29.95  
*Vertical Solutions*

### VDS240

Vertical disk storage unit, large capacity, wall-mountable, organizing compartments. Holds over 240 3.5-inch disks. \$49.95  
*Vertical Solutions*





# ACCESSORIES & SERVICES

## ◆ SERVICES ◆

### 35mm Color Slide Transformer Service

Provides 35mm slides of Amiga IFF and HAM graphics and picture files, using a professional computer image film recorder. No image distortion because of screen curvature.

*Hammond Photographic Services*

### 35mm Slides

35mm slides of your Amiga artwork. Converts all IFF files distortion-free with raster lines filled. HAM files also converted. Printouts from Xerox 4020 from IFF files also available. *Tru-Image*

### Action Graphics Imaging and Output Services

Full image production house that specializes in transferring multi-format images to color slides, color photos, video & disk. We can press computer graphics & animation, videotape & disk, Autocad.dxf Files, 24-bit Amiga, Mac II, Targa, and sun files. Conversion between graphic formats available. Other services include: quality digitization from artwork & video, 3-D animation & graphics, flying logos, auto cad renderings, Chroma-key special effects, high resolution slides, single-frame animation, 35mm motion picture film recording, Quality video background and CGI. Fast turnaround, Cost-effective rates. Demotape for \$20.00. Call or write for more information. *Action Graphics Services*

### AmiForum

Information exchange, including monthly newsletter and discussion forum. Demo disk, 3; free brochure; free copy of newsletter on request. *Gladstone Productions*

### Amiga File Transfer to Video Tape

High quality in transferring Amiga files to videotape. Recorded in component with color correction for legal video values onto BetacamSP. Dubs to 1 tape, 3/4 U-matic + SP VHS and S-VHS. *Philadelphia Video Lab Inc.*

### Amiga Graphic Services

Laser prints (color or black & white), typesetting from Linotronic 300 to paper or film, color separations, color scanning, 35mm slides and print production; service by mail, UPS, FedEx or modem to our 24-hour bulletin board. Call George Heyser or John Preston for password or information. (214) 437-9119

### Amiga Graphics Services

We provide imaginative, high-quality graphics and animation for commercials and industrial/corporate videos. Titles (animated or still) and/or animations provided in the format of your choice (VHS, S-VHS, 3/4 inch). Perfect resource for small, independent video producers. Amiga animators and artists—we can put your Amiga pictures and animations on videotape. Only professional video equipment used. Other graphics services available. Call for pricing. *Viewtopia*

### Amiga Graphics Services

Have any art digitized in hi-res to disk; film recording of IFF disk image; 4-color separations. No raster lines or screen warping.

*Mueller Visual Productions*

### Animation Custom Object Processing

Custom 3-D modeling of any object, from photo or description, modeled in Silver, Sculpt 4D, or Videoscape 2.0 formats. \$199.00

*Mission Graphics Support*

### Applied Creative Arts

A complete graphics service bureau offering downloading services for computer artists, researchers, video producers, designers, and anyone interested in high-quality output at reasonable prices. Services include 35mm color slides, Vu-Graphs, photographic prints, high-resolution digitizing, color separations, halftones, video transfers, and custom services. All work is done in-house. *Applied Creative Arts*

### Black Cat Printing Services

Desktop publishing services. Call for details. *Black Cat*

### Component Retrieval Service

Our patented component retrieval process and complete component refurbishment facility make it possible for you to reliably recover components from PC Boards even if the parts are soldered. The cost of this service can be as low as 18 cents per component with a minimum order of \$200.00. *The Krueger Company*

### CV Design Services

Enhance existing images with various software packages. Amiga IFF files from disk (Polaroid Palette) to slide, IFF files designed (Polaroid Palette and screen shot), color and black-and-white hardcopy from Okimate 20 Thermal printer (75 dpi), digitized or designed images to Amiga disk, video animation, art makeup and design (complex graphics). Laser service (300 dpi) in color or black-and-white, overheads also possible. Art production and transfer service of slides. Conversions and video disk support available. *CV Designs*

### Desktop Video Graphics Service

MasterMode, Ltd., a production house, is dedicated to the demands of desktop video aficionados. Services include digitizing of still photos, 2-D objects and live video, as well as video-titling and transfers of graphics to video. MasterMode is a source of 3-D animation library. *MasterMode, Ltd.*

### DIGITAL FORMATIONS

High quality digitizing of photos and other 2-D Media in requested resolution. \$8.00 first picture, \$4.00 additional ones. *CV Designs*

### Educational Consulting

As both an Amiga Educational Dealer and a teacher using Amigas, Mr. Horan offers educational training, consulting and products from kindergarten through Grade 12. *Mr. Horan's Computer Lab*

### Four Color Separation

Four-color separation for computer graphics saved in the IFF file format. Direct digital conversion from RGB to CMYK. No scanning. 4 x 5. \$150.00. *ImageSet*

### Giraffe-X Desktop Services

Full service graphic design, desktop publishing service bureau, Postscript laser printing, Linotronic typesetting and color separations, color scanning (ASDG Scanlab), video digitizing, color printing, color slide production and output services. *Giraffe-X Desktop Publishing*

### Imaging That!

High quality photo digitizing using ASDG ScanLab. Specify resolution and IFF format. Conversion to other computer image file formats possible. Original photos returned. Call for details. *Imaging That!*

### KRO Productions

We work to produce a high quality custom product that meets every expectation. We offer: desktop publishing, desktop video, CAD, and image transfer services. Four years' experience. *KRO Productions*

### Marketing Services

Marketing and licensing agency, represents software firms: *FOCAL Software Productions*

### Photographic Hardcopy from Amiga Files

Slides, transparencies, black-and-white and color prints with no scan lines, full file resolution and correct color reproduction. *Philadelphia Video Lab Inc.*

### Prosumer Print-Color & Black and White

High-quality color and black-and-white print with image size of 6-1/8 x 4-5/8. No scan lines, full file resolution and correct color reproduction. Delivery: 5 days. *Philadelphia Video Lab Inc.*

### Prosumer Slide

Slides with no scan lines, full file resolution and correct color reproduction. Same quality as commercial service, but delivery in 10 days. *Philadelphia Video Lab Inc.*

### Slide Service

Film recording service. Prices as low as three dollars (\$3) per slide, with a minimum order of 2. All Amiga graphic modes and resolutions supported. *Slide City*

### T-Shirt Imprints

We will transform HAM and IFF graphics to a T-shirt or sweat shirt. Full color imprinted on small, medium, large, or X large T's or sweats. Available in white only. *Take 1 Video Productions, Inc.*

### Transparencies

High-quality transparencies. Saved in IFF format. Direct digital transfer from computer disk to transparency. Sizes start at 4 x 5. \$120.00 *ImageSet*





# USER GROUPS

## ♦ ALABAMA ♦

### **Birmingham Commodore Comp Club**

place: UAB (room 153)  
901 14th Street,  
South Birmingham  
when: 2nd & 4th Sun.  
2PM  
contact: Rusty Hargett  
205-854-5172  
(after 6PM)  
interests: Amiga/ Commodore

### **Coosa Valley Commodore Club**

place: Garden State  
Community College  
Technical Division  
Jarvis Hall, Gadsden  
when: 1st Thur. 7 PM  
contact: Tommy Robertson  
205-549-0908  
interests: Amiga/ Commodore/  
MS-DOS

### **Hacks**

place: St. Stephens  
Episcopal Church  
Huntsville  
when: 1st Mon. 7 PM  
contact: Raymond Patterson  
205-883-8398  
Amiga/ Commodore/  
MS-DOS

### **Scottsboro Commodore UG**

place: Page School-  
Lunchroom  
305 S. Scott St.,  
Scottsboro  
when: 2nd Tue.  
contact: Richard Radon  
205-574-1830  
interests: Amiga/ Commodore

## ♦ ALASKA ♦

### **Anchorage Commodore UG**

place: Muldoon Library  
Anchorage  
when: 4th Tue. 7PM  
contact: Dick Howe  
907-561-8555  
interests: Amiga/ Commodore

### **AUGA**

place: Anchorage  
when: Contact NLBBS (907)  
337-4136  
contact: 338-3026  
interests: Amiga/Commodore

## ♦ ARIZONA ♦

### **AMAZ**

place: Glendale Library  
Aud., Glendale  
when: 3rd Thur. 7-9 PM  
contact: Joe Rosenberg  
602-848-6200  
interests: Amiga

### **M.A.C.R.O.**

place: To Be Announced  
Glendale  
when: 1st Thur. 6:30 PM  
contact: Joe Benedetto  
602-429-2523  
interests: Amiga

### **Prescott Area Commodore Club**

place: P.O. Box 4019  
Prescott  
when: 1st Wed. 7 PM  
contact: Djon Vankirk  
602-778-7893  
interests: Amiga/ Commodore/  
MS-DOS

## ♦ ARKANSAS ♦

### **Ark: Amiga**

place: Metropolitan Voc.  
Tech. Center  
Little Rock  
when: 2nd Mon. 7PM  
contact: Greg Eanes  
501-666-8934  
interests: Amiga

### **Commodore Computer Club**

place: Westark Community  
College  
Fort Smith  
when: 2nd Mon. 7PM  
contact: Steve Caperton  
interests: Amiga/ Commodore

### **Hot Springs Commodore UG**

place: AP&L Bldg  
324 Malvern Ave.,  
Hot Springs  
when: 3rd Tue. 7PM  
contact: Julie Cathcart  
501-624-5115  
interests: Amiga / Commodore  
/ MS-DOS

## ♦ CALIFORNIA ♦

### **64/More Commodore UG**

place: Milpitas Public  
Library, Milpitas  
when: 2nd Sat. 10 AM

contact: Ralph M. Ingraham  
interests: Amiga/ Commodore

### **Amiga Friends**

place: Rancho Santiago  
College  
17th & Bristol Rm  
R-124, Santa Ana  
when: 3rd Sun. 1-5 PM  
contact: Sam Noonan  
714-775-7237  
interests: Amiga/ MS-DOS

### **Amiga Tech UG**

place: Glendale Federal  
Savings, Monrovia  
when: 3rd Sat. 1 PM  
contact: Mark Randall  
818-355-6111  
interests: Amiga

### **Amiga UG of Long Beach**

place: Mid Cities National  
Bank  
9025 E. Artesia  
Bellflower,  
when: 1st Mon/2nd Sat/3rd  
Sun/ 3rd Mon. 7  
PM/1 PM/1 PM/7 PM  
contact: Larry Blair  
213-422-8226  
interests: Amiga

### **ASCI**

place: Rancho Cucamonga  
Br Lib  
9191 Base Line Rd,  
Rancho  
Cucamonga  
when: 1st & 3rd Thur.  
6:30 PM  
contact: Josh Jacoby  
714-989-6041  
interests: Commodore

### **ASCITEC**

place: Lockheed Missiles &  
Space Co  
Sunnyvale  
Los Altos  
when: 2nd Thur. 5 PM  
contact: Patrick Bailey  
interests: Amiga

### **C-TUG**

place: Mercury Savings  
Irvine & Newport  
Tustin  
when: 4th Sun. 11 AM  
contact: Don Gribble  
714-830-2430  
interests: Amiga/ Commodore

## **C.O.U.G.O.R.**

place: 1012 Layton Rd.  
#20 Redding  
when: 1st Wed. 7 PM  
contact: Robert Wall  
916-222-8263  
interests: Amiga/ Commodore

## **C.O.W.**

place: San Bruno Parks & Rec  
Bldg, San Bruno  
when: 3rd Thur. 7-10 PM  
contact: Steve Beale  
415-877-8868  
interests: Amiga/ Commodore

## **Central Coast Commodore UG**

place: Lutheran Church  
Bradley Rd. & Patterson,  
Santa Maria  
when: 3rd Tue. 7:30 PM  
contact: Gilbert Vela  
BBS /805-934-2216  
interests: Amiga/ Commodore

## **Club-64**

place: Knights of Columbus  
Hall  
1729 E. Baseline, San  
Bernadino  
when: 1st Thur. 7-9 PM  
contact: John Shinkunas  
714-862-5126  
interests: Amiga/ Commodore

## **Commodore Helpers of Long Beach**

place: Mercury Savings Bldg  
4140 Long Beach Blvd,  
Long Beach  
when: 2nd Sat. 9 AM -Noon  
contact: Thomas A. Hoy  
213-424-0508  
interests: Commodore

## **Commodore UG of Riverside**

place: California School For  
Deaf  
Hwy 91 at Arlington  
Ave., Riverside  
when: 2nd & 4th Thur (caf  
bldg). 7:30 -9:30 PM  
contact: Ken Brown  
714-689-1452  
interests: Commodore

## **DBUG**

place: Diamond Bar Library  
1065 Grand Ave,  
Diamond Bar  
when: 2nd & 4th Wed.





# USER GROUPS

contact: David Zechiel  
interests: Amiga / Commodore

## Los Angeles Amiga UG

place: Veterans Memorial Aud  
Culver City  
when: 3rd Wed. 7:30 PM  
contact: Kip Hammond  
213-390-3010  
interests: Amiga

## Napa Valley Commodore Comp Club

place: Rapoport's  
2225 Brown St, Napa  
when: 3rd Mon. 7 PM  
contact: Carl Peigh  
707-255-6375  
interests: Amiga/ Commodore/  
MS-DOS

## NCAC

place: Rico's Pizza  
200 Hartnell Ave,  
Redding  
when: 2nd Sat. 2 PM  
contact: David Murphy  
916-472-3237  
interests: Amiga

## North Valley Commodore UG

place: Chico Community Hosp  
Conf Center  
670 Rio Lindo Ave.,  
Chico  
when: 1st Wed. 7-9 PM  
contact: Frank Alexander  
916-872-0896  
interests: Amiga/ Commodore

## Oceana-64 Commodore Club

place: 1004 Plover Way  
Oceanside  
when: 2nd & 4th Thur. 10 AM  
contact: Sam Brooks  
619-433-3599  
interests: Commodore

## Sacramento Amiga Computer Club

place: Pacific Bell Aud  
2700 Watt Ave,  
Sacramento  
when: 4th Wed. 7-10 PM  
contact: Linda Marquess  
916-991-0220  
interests: Amiga

## Santa Barbara Commodore UG

place: Goleta Library  
Fairview Ave, Goleta  
when: 3rd Sat. 1-4 PM  
contact: Murray Kalisher  
805-562-2256  
interests: Commodore

## SMAUG

place: Seaside Library  
Seaside  
when: 3rd Tue. 7 PM  
contact: Richard Binsacca  
408-678-2518  
interests: Amiga

## South Bay Amiga Dudes / Dudettes

place: Creative Computers  
4453 Redondo Beach  
Blvd, Lawndale  
when: 3rd Thur.  
contact: Mike Lehman  
213-370-6008  
interests: Amiga

## T.C.U.G.

place: call for place,  
when: 1st Sunday of every  
other month  
contact: Margaret Copeland  
415-284-1635  
interests: Amiga / IBM/Mac,  
textilenart

## V.C.C.

place: Doctors Medical Center  
Conf Rm  
Florida and  
Orangeburg Ave.,  
Modesto  
when: 3rd Wed. 7 - 9 PM  
contact: Ruby Larson  
209-529-8473  
interests: Amiga

## VVCLA

place: Victor School (board  
room)  
6th & A Streets,  
Victorville  
when: 1st Mon & 3rd Tue.  
contact: Ronald Elliott  
619-245-9535  
interests: Commodore

## ♦ COLORADO ♦

### The Computer Club

place: VFW Post #4051  
430 E. Pikes Peak Ave,  
Colorado Springs  
when: 3rd Thur. 7 PM  
contact: Leon Hass  
719-591-6353  
interests: Amiga/ Commodore

### Wes CAUG

place: Community Hospital  
Grand Junction  
when: 1st Sat. 10 AM  
contact: Rober Payne  
303-245-0054  
interests: Amiga

## ♦ CONNECTICUT ♦

### Amiga Users Group of SE Conn

place: One Byte  
Rte 32 Uncasville  
when: 3rd Mon. 7 PM  
contact: James Malloy  
203-536-6642  
interests: Amiga

### Capital Region

place: Vernon Police Station  
Vernon  
when: 64/128 2nd Mon —  
Amiga 2nd Tues. 7:30  
PM - 10:30 PM

contact: Cheryl Arzi  
203-872-3320  
interests: Amiga / Commodore

## F.C.A.U.G.

place: Danbury Hospital  
Health, Sciences  
Auditorium  
Danbury  
when: 2nd Sat. 5:45 PM  
contact: Kevin Brook  
BBS/ 203-938-9163  
interests: Amiga

## HAUG

place: Aetna Institute  
Hartford  
when: 3rd Thur. 7 PM  
contact: Bill Bernhart  
203-633-4427  
interests: Amiga

## Hartford County Commodore Users

place: East Hartford Library/  
Lions Room East  
Hartford  
when: 4th Tue. 7 PM  
contact: Franklin Bouchard  
Commodore

## Millstone Users Group 64/128

place: Millstone Training  
Center  
Waterford  
when: No set date/time as  
needed.  
contact: Jim Bennett  
203-357-8368  
interests: Amiga/ Commodore

## NLCCUG

place: Montville Vfw  
Uncasville  
when: 1st & 3rd Thur. 7-9 PM  
contact: Charlie Kappelman  
203-848-1986  
BBS 203-848-4044  
interests: Amiga / Commodore

## Stamford Area Commodore Society

place: 35 Crescent St  
Stamford  
when: 2nd Fri. 7 PM  
contact: John Bittner  
203-444-4844  
interests: Amiga/ Commodore

## ♦ DELAWARE ♦

### Amiga Network

place: University of Delaware  
(T. Hall), Newark  
when: 1st Sun. 7 PM  
contact: William Kelly  
BBS/302-323-1604  
interests: Amiga

## ♦ FLORIDA ♦

### AFLOAT

place: Citrus County Armory  
Crystal River  
when: 2nd Mon.

contact: Richard Briggs  
interests: Amiga/ Commodore /  
MS-DOS

## C.R.U.G.

place: Florida Power Corp.  
Crystal River  
when: 1st Mon.  
contact: Richard Briggs  
interests: Amiga / Commodore/  
MS-DOS

## Citrus Commodore Computer Club

place: Mid-State S & L  
Community Room  
Beverly Hills  
when: Every Fri. 7:30 PM  
contact: Gary Finfrock  
904-344-4826  
interests: Commodore

## Clearwater Commodore Club

place: Loeman Plaza -  
Community Room  
Clearwater  
when: 1st & 3rd Wed. 7 PM  
contact: Robert Hronec  
813-796-0510  
interests: Amiga/ Commodore

## Commodore Club of Jacksonville

place: Regency Library  
Jacksonville  
when: 1st Sat. 10 AM-1 PM  
contact: John J Donnangelo  
904-641-9014  
interests: Amiga / Commodore

## Commodore Club of Jacksonville

place: Orange Park Library  
Jacksonville  
when: 4th Sat. 1-4:30 PM  
contact: John J Donnangelo  
904-641-9014  
interests: Amiga / Commodore

## Commodore Club of Jacksonville

place: Hayden Burns Library  
Jacksonville  
when: 2nd Tue. 7-9 PM  
contact: John J Donnangelo  
904-641-9014  
interests: Amiga / Commodore

## Commodore Club of Jacksonville

place: Mandarin Library  
Jacksonville  
when: 3rd Sat. 1-4:30 PM  
contact: John J Donnangelo  
904-641-9014  
interests: Amiga / Commodore

## CUGOP

place: Pensacola City Hall  
(2nd Fl., west end)  
Pensacola  
when: 1st Fri & 3rd Tues.  
7-9 PM  
contact: Robert Yarnell  
904-455-5314  
interests: Commodore

## Fort Walton Beach Commodore UG

place: Choctawhatchee High



# USER GROUPS



**School**  
**Racetrack Rd. Ft.**  
**Walton Beach**  
**when:** 1st Tue/Thur 16 days  
 thereafter. 7 PM  
**contact:** Joe Majors  
 904-863-2845  
**interests:** Amiga / Commodore

**Lake Sumter Commodore UG**  
**place:** Lee Adult Center Annex  
 Leesburg  
**when:** 2nd Wed / 4th Tues.  
 7:30 PM  
**contact:** George Kramer  
**interests:** Commodore

**MICE**  
**place:** Florida International  
 University Trailer  
 M-114, Miami  
**when:** 2nd & 3rd Fri. 7PM  
**contact:** Ben Demby Jr.  
 305-221-7115  
**interests:** Commodore

**The Suncoast Amiga Club**  
**TSUNAMI**  
**place:** Largo Community  
 Center Pinellas County  
 Corner of 6th Street and  
 1st Ave Southwest  
**when:** 2nd Tues & 4th Tues  
**contact:** Jeff Hoag  
 813-576-5242  
**interests:** Amiga

**Titusville Commodore Club**  
**place:** Brevard Community  
 College Titusville  
**when:** 2nd & 4th Wed. 7 PM  
**contact:** Robert Murray  
**interests:** Amiga/ Commodore

## ♦ GEORGIA ♦

**ACAC**  
**place:** Deerfield Windsor  
 School Lower Campus  
 1733 Beattie Rd.,  
 Albany  
**when:** 2nd & 4th Tues.  
 7:30 PM  
**contact:** Carlos Villavicencio III  
 911-439-1322  
**interests:** Amiga/ Commodore

## ♦ IDAHO ♦

**AUSI**  
**place:** Kopper Kitchen  
 Conference Center  
 Boise  
**when:** 3rd Thur. 7:30 PM  
**contact:** Edwin Apel  
 208-376-1500  
**interests:** Amiga

**Banana Belt Commodore UG**  
**place:** Lewis-Clark State College  
 M.L.H. 13D  
 Lewiston  
**when:** 2nd Fri. 7:30 PM

**contact:** Harold Riggle  
 208-758-3209  
**interests:** Commodore

**Treasure Valley /Boise UG**  
**place:** Plantation Round Table  
 Pizza, Boise  
**when:** 1st Thur Library (3rd  
 Wed). 7pm (7:30 pm)  
**contact:** Douglas Parsons  
 208-3754672  
**interests:** Commodore

## ♦ ILLINOIS ♦

**A.C.E.**  
**place:** Percy Hopkins  
 Auditorium Christ  
 Hospital  
 Oaklawn  
**when:** 1st Thur. 7:30 PM  
**contact:** John Zale  
 708-687-7788  
**interests:** Amiga / Commodore

**Amiga Computer Enthusiasts**  
**A.C.E.**  
**place:** Percy Hopkins  
 Auditorium  
 Christ Hospital,  
 Oaklawn  
**when:** 1st Thur. 7:30 PM  
**contact:** John Zale  
 708-687-7788  
**interests:** Amiga / Commodore

**CCR**  
**place:** Rockford College Star  
 Science Bldg  
 Rockford  
**when:** Thur one month Sat  
 next month. 7:30-9:30  
 PM (9AM -12)  
**contact:** Mike Hoss  
**interests:** Amiga/Commodore

**CNSAUG**  
**place:** Arlington Heights  
 Public Library  
 Arlington Heights  
 4th Wed. 7-10PM  
**when:** Thomas Karlman  
 312-934-3334  
**contact:**  
**interests:** Amiga

**Computers West**  
**place:** College of DuPage  
 Glen Ellyn  
**when:** 1st Wed. 7:30 PM  
**contact:** Alan Chumley  
 312-231-3845  
**interests:** Amiga / Commodore /  
 MS-DOS

**CUCCUG**  
**place:** Univ. of Illinois (Gregory  
 Hall)  
 Urbana  
**when:** 3rd Thur. 7 PM  
**contact:** Art Lewis Kimball  
**interests:** Amiga/ Commodore

**E. Peoria**  
**place:** Please Call For Meeting

**Place**  
 E. Peoria  
**when:** 3rd Sat. 4- 6:30 PM  
**contact:** David Mc Millian  
 309-745-8455  
**interests:** Commodore

**JACUG**  
**place:** First Christian Church  
 508 W. Vandalia,  
 Jacksonville  
**when:** 7PM  
**contact:** Greg Simpson  
 217-882-5481  
**interests:** Amiga/ Commodore

**WIPUG**  
**place:** Quintron (cafeteria)  
 Quincy  
**when:** 3rd Thursday 7-9PM  
**contact:** Edward Mills  
 217-656-3671  
**interests:** Amiga/ Commodore/  
 MS-DOS

## ♦ INDIANA ♦

**Amiga Users of Michiana**  
**place:** Christ The King  
 Lutheran Church  
 Samaritan Center  
 17195 Cleveland Road,  
 Mishawaka  
**when:** 1st Wed. 7:30 PM  
**contact:** Craig Harbor Pres.  
 219-287-3344  
**interests:** Amiga

**Bloomington Amiga Users Group**  
**BAUG**  
**place:** Porticos Restaurant 3rd  
 Floor  
 Bloomington  
**when:** 2nd Wed. 7 PM  
**contact:** Bill Roberts  
 812-876-9167  
**interests:** Amiga

**Commodore Users of Noblesville**  
**place:** Carmel Public Library  
 Carmel  
**when:** 1st Wed. 7PM  
**contact:** David Anderson  
 317-844-2093  
**interests:** Amiga/Commodore

**Indianapolis Computer Club Inc.**  
**place:** 7 & 8 Christian Church  
 2916 W. 30th St,  
 Indianapolis  
**when:** 2nd Tue.  
**contact:** John Fiega  
 317-353-2110  
**interests:** Commodore /MS-DOS

**Logansport Commodore Club**  
**place:** Girl Scout Camp  
 303 E. Clay Logansport  
**when:** 3rd Wed. 7PM  
**contact:** 219-223-4542  
**interests:** Amiga/ Commodore

**Richmond Area Computer UG**  
**place:** Richmond City Bldg

(community room)  
 Richmond  
**when:** 1st Mon even months /  
 2nd Mon odd months.  
 7-9PM  
**contact:** Dudley Fetzner  
 317-966-9169  
**interests:** Amiga/ Commodore /  
 MS-DOS

**Rochester Commodore Comp Club**  
**place:** Rochester Public Library  
 Rochester  
**when:** 2nd Sat. 1PM  
**contact:** Dan Zellers  
 219-223-4542  
**interests:** Commodore /MS-DOS

## ♦ IOWA ♦

**Northeast Iowa Amiga UG**  
**place:** Red Cross Bldg  
 2530 University Ave.,  
 Waterloo  
**when:** 3rd Sun. 5PM  
**contact:** Mary Jensen  
 319-277-3758  
**interests:** Amiga

**Tri-State Commodore UG**  
**place:** State Bank Bldg  
 Hwy 151, Kieler  
**when:** 2nd & 4th Mon. 7 PM  
**contact:** Wayne Holt  
 319-582-4702  
**interests:** Commodore

## ♦ KANSAS ♦

**Atchison Commodore UG**  
**place:** Atchison Public Library  
 401 Kansas Ave  
 Atchison  
**when:** 2nd Tue. 7 PM  
**contact:** Larry Gilbert  
 913-367-2419  
**interests:** Amiga/ Commodore/  
 MS-DOS

**Topeka Commodore Computer UG**  
**place:** National Guard Armory  
 28th & Topeka Ave.  
 Topeka  
**when:** Last Tue. 7-9 PM  
**contact:** James Wilson  
 913-235-8452  
**interests:** Amiga / Commodore

## ♦ KENTUCKY ♦

**Christian County Commodore Club**  
**place:** Second Baptist Church  
 Education bldg  
 Hopkinsville  
**when:** last Thur. 7 PM  
**contact:** Terry Fugua  
 502-886-6621  
**interests:** Amiga/ Commodore/  
 MS-DOS

**Glasgow Commodore UG**  
**place:** Farmer Rec. Bldg  
 504 S. Lewis St. Glasgow  
**when:** 1st & 3rd Mon.





# USER GROUPS

contact: 6:30 PM  
Larry Stell  
interests: Amiga / Commodore/  
MS-DOS

**MCCUG**  
place: Harbin Memorial  
Library  
Greenville  
when: 3rd Thur. 7 PM  
contact: Stanley Fleming  
502-338-3053  
interests: Amiga/ Commodore

## ♦ LOUISIANA ♦

**Ark-La-Tex Commodore Club**  
place: John Calvin Pres.  
Church  
3030 Colquitt Rd.  
Shreveport  
when: 1st & 3rd Wed. 7 PM  
contact: Bill Walker  
318-636-3611  
interests: Amiga/ Commodore /  
MS-DOS

**BRACE**  
place: Cortana Mall (Cortana  
Room)  
Baton Rouge  
when: 1st Tue. 7 PM  
contact: Roland Caarson  
504-925-9532  
interests: Amiga/ Commodore /  
MS-DOS

**C-5 Capital Complex**  
place: Grimes State Office Bldg  
E 11th & Gray,  
Des Moines  
when: 2nd Tue. 7 PM  
contact: Larry Eamer  
515-263-8104  
interests: Amiga/ Commodore /  
MS-DOS

**COUGAR**  
place: Midland Financial  
525 Main St, Ames  
when: 1st Sun (except holidays  
-2nd Sun) 2-4 PM  
contact: Steve Huffman  
515-432-4006 evenings  
interests: Commodore

**L.A.U.G.**  
place: Lafayette City Hall  
705 W. University Ave.  
Lafayette  
when: 3rd Fri. 7:30 - 11 PM  
contact: Clifton Bonhomme  
318-232-9866  
interests: Amiga

**New Orleans Commodore Klub**  
place: Old Metairie Public  
Library  
2350 Metairie Road  
Metairie  
when: 2nd Sat. 4 PM  
contact: Robert H. Ferguson  
504-482-8551

interests: Amiga/ Commodore  
**Page User's Group**  
place: Metro Mall Community  
Room  
Alexandria  
when: 2nd Sat (3rd Wed). 10  
AM (7 PM)  
contact: S.C. Miller  
318-473-8611  
interests: Amiga/ Commodore/  
MS-DOS

**Sixty Four UM**  
place: Jefferson Parish Library  
Metairie Road, Metairie  
when: Usually 2nd Mon.  
6-10 PM  
contact: Gene Earl  
504-861-2893  
interests: Commodore

## ♦ MAINE ♦

**Amiga Users of Southern Maine**  
place: Fleet Bank  
Cumberland Street,  
Westbrook  
when: 1st Fri. 6:30 PM  
contact: Joe Beecher  
BBS/207-865-3004  
interests: Amiga/ Commodore /  
MS-DOS

**Kennebunk Southern Maine  
Commodore UG**  
place: Kennebunk Town Hall  
1 Summer St.  
Kennebunk  
when: 2nd Thur. 7 PM  
contact: Richard Lembree  
207-967-3381  
interests: Amiga / Commodore /  
MS-DOS

**PACE**  
place: Varies- please call  
Belfast  
contact: Michael Weinberg  
207-338-3066  
interests: Amiga

**Portland Southern Maine  
Commodore UG**  
place: Portland Rec.  
Vocational Tech  
196 Allen Ave. Portland  
when: 2nd Sat (except July &  
Aug). 10 AM  
contact: Richard Lembree  
207-967-3381  
interests: Amiga/ Commodore/  
MS-DOS

## ♦ MARYLAND ♦

**Another Amiga Group**  
place: Provinces Branch  
Arundel County Library  
Odenton  
when: 2nd Mon

**BAUD**  
place: Public Library

Loch Raven Blvd &  
Taylor Ave, Baltimore  
when: 1st Sat. 1 PM  
contact: Ed Hopper  
301-467-1034  
interests: Amiga

**CUM-BACC**  
place: Meeting are held at  
various members homes  
Lutherville  
when: 3rd Sun. 1-5 PM  
contact: Richard Williams  
301-296-4414  
interests: Amiga

**NOBUG 64/128**  
place: Calvary Lutheran  
Church  
Baltimore  
when: 3rd Mon. 7:30 PM  
contact: Solis James  
301-325-2083  
interests: Commodore

**Rockville Commodore UG**  
place: Twinbrook Library  
Rockville  
when: 3rd Thur. 7:30 PM  
contact: Cy Fellerman  
301-493-8661  
interests: Commodore

**SMAUG**  
place: meeting place varies  
Huntingtown  
when: 1st Tue. 7-9 PM  
contact: Vicki Harmon  
301-535-3842  
interests: Amiga

## ♦ MASSACHUSETTS ♦

**Fall River Commodore Club**  
place: Somerset Public Library  
Somerset  
when: 2nd Mon. 6:30 PM  
contact: Tim Arruda  
BBS/508-677-4535  
interests: Amiga / Commodore

**Pioneer Valley Commodore Club**  
place: W. Mass Electric Bldg  
Brush Hill Rd.  
Springfield  
when: 3rd Thur. 7:30 PM  
contact: Marvin Yale  
413-562-1027  
BBS/413-568-4466  
interests: Amiga/ Commodore /  
MS-DOS

**S.N.H.A.U.G.**  
place: West Manchester Public  
Library  
Manchester  
when: 3rd Sat. 12 - 4:30 PM  
contact: Dave Nye  
508-897-6765  
603-669-6719  
interests: Amiga

**The Boston Computer Society**  
place: Department of

Transportation  
55 Broadway  
Cambridge  
when: 3rd Tue. 7 PM  
contact: Alan Hoyland  
617-438-9164

**The Northern Berkshire Amiga Club**  
place: North Adams State  
College Library  
Last Fri. 6:00  
when: Adrian W. Sebborn  
contact: (413) 664-4511 X 516  
interests: Commodore/Amiga

**WCAUG**  
place: S Works VFW Post  
Ballard St.  
Worcester  
when: 2nd Wed. 7:30 PM  
contact: Don Carlson  
508-835-2453  
interests: Amiga

## ♦ MICHIGAN ♦

**Coastline Commodore Comp Club**  
place: American Legion Hall  
201 Lamusee Biloxi  
when: 1st Sat. 9:30 AM  
contact: William K. Hubler  
601-374-2582  
interests: Amiga / Commodore/  
MS-DOS

**Downriver Commodore Group**  
place: Taylor Community  
Library  
Taylor  
when: 1st & 3rd Wed. 8 PM  
contact: Dino Costantino  
313-277-0114  
313-386-1565  
interests: Amiga

**Jackson Commodore Computer  
Club**  
place: 2214 E. Ganson  
Jackson  
when: last Thur. 7:30 PM  
contact: Tony Bengel  
517-782-6753  
interests: Amiga/Commodore

**Jackson Commodore UG**  
place: Computer Services  
Jackson  
when: 3rd Thur. 7 PM  
contact: Daniel Myers  
601-352-0707  
interests: Amiga / Commodore

**Kalamazoo Valley Home UG**  
place: KVCC ( room 1040 )  
Kalamazoo  
when: 2nd Thur. 7:30 PM  
contact: Donald Campbell  
616-345-7039  
interests: Commodore

**Michigan Commodore UG**  
place: Warren-Woods Middle  
School  
13400 Twelve Mile Rd



# USER GROUPS



when: Warren  
3rd Thur. 7-9 PM  
contact: Art Ferrazutti  
interests: Amiga/ Commodore / MS-DOS

**Midland Computer Club**  
place: Grace A Dow Library  
Midland  
when: 3rd Thur. 7 PM  
interests: Amiga/ Commodore

## ♦ MINNESOTA ♦

**A.M.I.G.A.**  
place: Brookdale- Hennepin  
Area Library  
6125 Shingle Creek  
Parkway  
when: 3rd Thur.  
6:30 - 8:30 PM  
contact: Dennis  
939-0325  
interests: Amiga/Commodore

**Amiga of Minnesota Interest  
Groups Alliance**  
**A.M.I.G.A.**  
place: Brookdale-Hennepin  
Area Library  
6125 Shingle Creek  
Parkway  
when: 3rd Thur. 6:30-8:30 PM  
contact: Dennis Olsen  
Bet. 6-9 PM  
612-939-0325  
800-227-2983 BIX  
BBS 612-895-0117  
interests: Amiga/Commodore

**Minnesota Commodore UG**  
place: Park Center High School  
Brooklyn Park  
when: 3rd Wed. 7 PM  
contact: Loren Iovbaug  
612-588-3078  
interests: Amiga/ Commodore/  
MS-DOS

**Twin Ports Area Amiga Users  
Group**  
place: UMD Room MWAH  
176 Duluth  
when: 2nd Tue. 7 PM  
contact: Kenji Ogura  
218-722-2641  
interests: Amiga

## ♦ MISSOURI ♦

**Columbia Commodore User**  
place: Columbia Mall  
(meeting room)  
Columbia  
when: 2nd Thur. 6:30 - 9 PM  
contact: Harold Lawson  
314-474-2303  
interests: Amiga / Commodore/  
MS-DOS

**Commodore UG of Springfield**  
place: VFW Post 3403

(bingo room)  
1136 E. Atlantic  
Springfield  
when: 2nd Sat. 10 AM  
contact: Bill Patrick  
417-882-3866  
interests: Commodore

**Gateway Amiga Club Inc.**  
place: Washington Univ  
med School  
4566 Scott St  
when: 1st Wed. 7:30 PM  
contact: Bob Scharp  
314-739-5181  
interests: Amiga

**Gateway Amiga Club Inc.**  
place: Bridgeton Trails Library  
3455 McKelvey Road  
Bridgeton  
when: 3rd Wed. 7:30 PM  
contact: Bob Scharp  
314-739-5181  
interests: Amiga

**Joplin Commodore Computers UG**  
place: 422 S. Florida Ave  
Joplin  
when: 3rd Sat. 7:30 PM  
contact: Dale Connley  
417-624-5259  
interests: Amiga/ Commodore/  
MS-DOS

**Ozarks Amiga Comp Enthusiast's**  
place: Springfield Public  
Library Kickapoo Prairie  
Branch, Springfield  
when: 4th Sat.  
9:30 AM - Noon  
contact: Steve Languth  
417-882-5995  
interests: Amiga

## ♦ MONTANA ♦

**Missoula Commodore UG**  
place: Montana Power Bldg  
Missoula  
when: 1st Thur. 7 PM  
contact: Becky Maier  
406-626-4730  
interests: Amiga/ Commodore

## ♦ NEBRASKA ♦

**Amiga Users Of The Heartland, Inc.**  
place: Elks Lodge #39  
96th & Harrison Omaha  
when: 3rd Tue. 7 PM  
contact: Larry Zwart  
402-751-1393  
interests: Amiga

**Amiga Users of the Heartland, Inc.**  
place: Elks Lodge #39  
96th & Harrison,  
Omaha  
when: 3rd Tue. 7PM  
contact: Larry Zwart  
402-571-1393  
interests: Amiga

**MCUG**  
place: McCook Public Library  
(basement)  
McCook  
when: 3rd Sun (Sept-May).  
6 PM  
contact: Dave Matthews  
308-345-5884  
interests: Amiga / Commodore

## ♦ NEW HAMPSHIRE ♦

**Commodore Users Group**  
place: Bow Memorial School  
Bow  
when: 1st Mon. 7 PM  
contact: Albert Couture  
603-669-2439  
interests: Amiga/ Commodore

**Seacoast Area Amiga Users Groups  
SAAUG**  
place: Digital Connections  
Computer  
Dover Point Office Park  
Dover  
when: 3rd Sun. 2-5 PM  
contact: Steve Endsley  
603-742-2233  
interests: Amiga

## ♦ NEW JERSEY ♦

**Amiga Users' Group of New Jersey**  
place: Rutgers University  
Camden  
when: 3rd Thur. 7 PM  
contact: Jay Forman  
609-667-2526  
interests: Amiga/ MS-DOS

**Cebug**  
place: East Brunswick  
Library  
E. Brunswick  
when: 1st Thur. 7 PM  
contact: Dave Pollak  
201-390-6767  
interests: Commodore

**M.A.C.U.G.**  
place: Parsippany Public  
Library  
Parsippany Road  
Parsippany  
when: 3rd Thur. 7:30 PM  
contact: Michael Pallante  
201-361-4560  
interests: Amiga / Commodore

## ♦ NEW MEXICO ♦

**Aviation & Computer Enthusiasts**  
place: Call for day & time  
2009 Camelot  
Dr. Las Cruces  
contact: Carl Bogardus  
505-526-5645  
interests: Amiga/ Commodore/  
MS-DOS

**CUGOR**  
place: Roswell Adult Center

807 N Missouri Roswell  
when: 1st & 3rd Wed. 7 PM  
contact: Ralph Knight  
505-622-9250  
interests: Commodore

**Deming Commodore UG**  
place: 1400 Mallory  
Deming  
when: 1st & 3rd Tue. 7:30 PM  
contact: Robert Sandoval  
505-546-3351  
interests: Commodore

**New Mexico Commodore Users  
Group (NMCUG)**

place: Wellington Place  
Clubhouse, 3303  
Adams NE  
when: 2nd Wed. 7:00 &  
4th Sat. 1:00  
contact: 821-6267  
interests: Commodore

**Rio Grand Valley Amiga UG**  
place: Jacobs Hall NMSU /  
room 129  
Las Cruces  
when: 1st Thur. 7 PM  
contact: Marilyn Martin  
505-646-1840  
interests: Amiga

## ♦ NEW YORK ♦

**C.D.A.U.G.**  
place: The Computer Cellar  
Westgate Shopping Mall  
Albany  
when: 3rd Thur. 6:30 PM  
contact: Carmen Artino  
518-783-1784  
interests: Amiga

**Long Island Commodore Amigans  
LICA**  
place: Veterans of Foreign  
Wars Hall  
403 Maple Avenue  
when: 3rd Fri 8 PM  
contact: Michael Robinson  
(718) 326-1087  
(516) 489-2745 BBS  
interests: Amiga/ Commodore

**T.A.S.C. II**  
place: E.C. Unlimited  
Fulton  
when: 3rd Sun. 2 PM  
contact: Jean Gulliver  
315-593-1825  
interests: Amiga

**Triple Cities Commodore Society**  
place: Vestal Public Library  
Vestal  
when: 1st Tue & 3rd Thur.  
7 PM  
contact: Larry Drumm  
607-797-6117  
interests: Commodore





# USER GROUPS

**WAUG**  
place: Sorftware Link /Avantech  
Computers  
Wbtle Plains  
when: 1st & 3rd Thur. 7:30  
contact: Billy Winters  
914-769-943  
interests: Amiga

## ♦ NORTH CAROLINA ♦

**F.A.C.E.**  
place: Software Exchange  
Sycamore Square  
Shopping Center  
Fayetteville  
when: 3rd Wed. 7 PM  
contact: John Berger  
BBS / 419-432-2013  
interests: Amiga

**Wilmington Commodore UG**  
place: Cape Fear Community  
College, Wilmington  
when: 2nd Tue. 7 PM  
contact: Wade Harris  
interests: Amiga / Commodore

## ♦ NORTH DAKOTA ♦

**C.D.C.C.**  
place: First Federal Bank Bldg  
Bismarck  
when: 2nd Thur. 7:30 PM  
contact: Troy Tausend  
interests: Amiga / Commodore

**Fargo Moorhead Amiga UG**  
place: 610 Main Ave.  
Fargo  
when: 3rd Wed. 6:30 PM  
contact: John Steiner  
701-282-0293  
interests: Amiga

## ♦ OHIO ♦

**A.C.C.U.G.**  
place: CEI Bldg -2nd floor  
Ashtabula  
when: 2nd Wed. 7 PM  
contact: Joe Schnoblen

**AmiCON**  
place: Central Abstract  
Service, 2540 Olentangy  
River Road  
when: 1st Sat. 10:00  
am & 3rd Wed. 7:00 pm  
BBS (614) 263-3009  
contact: Amiga  
interests: Amiga

**Akron Area Commodore UG**  
place: Green Middle School  
Greensburg  
when: 3rd Sat. 1 PM  
contact: Howard Busson  
216-794-1953  
interests: Amiga/ Commodore /  
MS-DOS

**Amiga Central Ohio Network**  
**AmiCON**  
place: Chemical Abstract  
Service  
2400 Olentang River,  
Columbus  
when: 1st Sat-10 AM, 3rd  
Wed-7 PM  
contact: Chuck Cave  
614-436-0617  
BBS 614-263-3009  
interests: Amiga

**Amiga UG # 432**  
place: Computer Basics  
2000 North Rd. Plaza,

when: Warren  
2nd Sat. 2 PM  
contact: Dennis Alexander  
216-652-0056  
interests: Amiga

**Basic Bits Commodore Group**  
place: Fields UM Church  
34077 Lorain Rd. N.  
Ridgeville  
when: 3rd Fri. 7:30 PM  
contact: Amiga / Commodore  
interests: Amiga / Commodore

**CA-AUG**  
place: Cleveland Institute of  
Art  
11610 Euclid Ave  
Cleveland  
when: summer / 3rd Sat.  
2-4:40 PM  
contact: Bill Hogsett  
216-295-1624  
interests: Amiga

**Canton Akron Massillon UG**  
place: Holy Trinity Lutheran  
Church  
551b & Middlebranch  
Rd. N Canton  
when: 3rd Sat. 7-10 PM  
contact: Roger Knop  
216-499-0848  
interests: Amiga / Commodore /  
MS-DOS

**CEBUG**  
place: Zion Luth Church-  
Huron, Huron  
when: 3rd Mon. 7:30 PM  
contact: Irene Kraus  
interests: Amiga/ Commodore /  
MS-DOS

**Central Ohio Commodore UG**  
place: Columbus State  
Community College  
Columbus  
when: 3rd Thur. 7:30 PM  
contact: Philip Lynch  
614-274-0304  
interests: Amiga / Commodore/  
MS-DOS

**CHUGS**  
place: Clark Cty Mental Health  
Board  
1101 E. High St,  
Springfield  
when: 3rd Sat. 1 PM  
contact: Barbara Bickel  
513-322-9310  
interests: Amiga/ Commodore

**Chillicothe Commodore UG**  
place: Salem Church corner  
4th & Mulberry St.,  
Chillicothe  
when: 1st Tue. 7 PM  
contact: Bill Pietschman  
614-773-2157  
interests: Amiga/ Commodore/  
MS-DOS

**DACUG**  
place: Kettering Rec Center  
Kettering  
when: 2nd Sat. 3-7 PM  
contact: Elwood Dornbusch  
513-426-6558  
interests: Amiga/ Commodore /  
MS-DOS

**HUG-64**  
place: Old Court House  
819 Park St., Findlay  
when: 2nd Wed. 7 PM  
contact: 419-424-0455  
interests: Commodore

**L-BUG**  
place: Bowie Community  
Center, Bowie  
when: 3rd Tues. 7:30 PM  
contact: Lee Wiseman  
301-464-1745  
interests: Amiga / Commodore /  
MS-DOS

**O.V.A.U.G.**  
place: University of Cincinnati  
Rieveschl Hall Rm 502  
Cincinnati  
when: Last Thur. 7:30 PM  
contact: Dave Bane  
513-753-3310  
interests: Amiga

**The Commodore and Amiga UG Inc**  
place: Grace Lutheran Church  
Columbus  
when: 4th Sat —2nd Mon.  
10 AM -1:30PM—  
6:30-9:30 PM  
contact: Jo-Ann Nemeth  
614-253-7408  
interests: Amiga / Commodore/  
MS-DOS

**TRUMCUG**  
place: Cortland Bank Warren  
Elm Road Branch  
Warren  
when: 3rd Wed (except  
July & Aug.) 7:30 PM  
contact: Robert Summers  
216-856-1228  
interests: Amiga/ Commodore

**VICAP**  
place: White Oak Library  
Silver Spring  
when: 2nd Sat (June,  
Sep., Dec., & Mar.).  
2 PM  
contact: Hugh Pettis  
301-434-6944  
interests: Commodore

## ♦ OKLAHOMA ♦

**Commodore Users of Bartlesville**  
place: Our Saviour Lutheran  
Church  
300 N.E. Madison Blvd,  
Bartlesville  
when: 4th Tue Odd months/  
4th Thur Even months.  
Fred Mayes  
918-336-0233  
interests: Amiga/ Commodore

**TACUG**  
place: Martin East Regional  
Lib, Tulsa  
when: 2nd Mon. 7:30 PM  
contact: Wayne Webrspann  
918-299-4559  
interests: Commodore

## ♦ OREGON ♦

**CUA**  
place: Calvary Temple Church  
5th & E. Pine Center  
Point  
when: 1st Mon. 7 PM  
contact: Kenneth Cote  
503-779-3290  
interests: Commodore

**Lane County Commodore UG**  
place: EWEB Community  
Room, Eugene  
when: 3rd Sat. 10 AM -2 PM  
contact: Francis Saffell  
503-342-6228  
interests: Amiga/ Commodore /  
MS-DOS

**M.I.G.A.**  
place: Carefree Mobile Village  
(rec room)  
Medford  
when: 3rd Sat. 5 PM  
contact: Randy Waarrick  
503-826-7510  
interests: Amiga

**Northwest Amiga Group (NAG)**  
place: Galleria, Suite 553  
921 S.W. Morrison,  
4th Tue. 7 PM  
when: contact: BBS (503) 656-7393  
interests: Amiga / Commodore

## ♦ PENNSYLVANIA ♦

**ABC Cbips**  
place: Sacred Heart Hospital  
Allentown  
when: 1st Wed. 7-10 PM  
contact: Thomas Duff  
215-865-4524  
interests: Amiga

**Buxmont Computer UG**  
place: Lansdale Public Library  
Lansdale  
when: 2nd Thur. 7 PM  
contact: Paul Steinmetz  
215-368-1949  
interests: Commodore

**CPACC**  
place: The Computer  
Experience  
3401 Hartzdale Camp  
Hill  
when: last Thur. 6:45 PM  
contact: David Isett  
717-737-9874  
interests: Amiga

**Huntingdon County Hackers**  
place: Huntingdon County  
Library Huntingdon Br  
Huntingdon  
when: 2nd Sun. 2 PM  
contact: Shawn Ketner  
814-643-1699  
814-643-2549  
interests: Amiga / Commodore

**L.E.A.G.U.E.**  
place: Stauffer Mansion  
1241 Litz Pike,  
Lancaster  
when: 2nd Mon. 7 PM  
contact: Lamar Stahl  
717-569-1744  
interests: Amiga

**Main Line Commodore UG**  
place: Villanova University  
Villanova  
when: 1st Sat. 9:30 AM  
contact: Emil Volcheck  
215-388-1581  
interests: Amiga/ Commodore

**Nepace Commodore UG**  
place: Penn State Hazleton  
Campus  
Hazleton  
when: 4th Fri (Sep - May).  
7:30 PM  
contact: David Orbin  
717-450-3088  
interests: Amiga/ Commodore /  
MS-DOS

**North Coast Commodore UG**  
place: Villa Maria College  
Erie  
when: 3rd Tue. 7:15 PM  
contact: Calvin McAdoo  
814-734-4589  
interests: Amiga / Commodore



# USER GROUPS



## Philadelphia Amiga UG

place: MacAlister Hall Rm  
4014  
16 33rd & Chestnut St,  
Philadelphia  
when: 2nd Sat.  
12:30 - 4:30 PM  
contact: Michael Levin  
215-825-0548  
interests: Amiga

## Scranton Commodore UG

place: Junior Achievement  
Center  
Scranton  
when: 3rd Tue. 7 PM  
contact: Phil Matone  
717-489-7843  
interests: Commodore

## White Rose Commodore UG

place: Adams Electric  
Cooperative  
York  
when: 3rd Wed. 7 PM  
contact: James A. Miller  
717-848-9321  
interests: Commodore

## ♦ RHODE ISLAND ♦

### Narragansett Commodore UG

place: Shawmut Baptist  
Church  
West Shore Road,  
Warwick  
when: 4th Wed. 7:30 PM  
contact: Ron Maguire  
401-738-6972  
interests: Amiga/Commodore

### Warwick Commodore UG

place: St. Barnabas Church  
Appanoag  
when: 2nd Wed. 7:30 PM  
contact: Ted Walters  
401-433-5617  
interests: Amiga/Commodore/  
MS-DOS

## ♦ SOUTH CAROLINA ♦

### Commodore Computer Club of Columbia

place: Classics  
1632 Hampton St,  
Columbia  
when: 1st Thur. 7:30 PM  
contact: Buster White  
803-733-9783  
803-772-0305  
interests: Amiga/Commodore

### SPARCUG

place: Spartanburg Art Center  
Spartanburg  
when: 2nd Sun (except May).  
1:30 PM  
contact: Lee Speer  
803-582-5222  
interests: Amiga/Commodore/  
MS-DOS

## ♦ SOUTH DAKOTA ♦

### Aberdeen Commodore Club

place: NW Bell Bldg  
15 SW 4th Ave.,  
Aberdeen  
when: last Tue. 7 PM  
contact: Dorothy Galtbright  
BBS 605-622-3880  
interests: Amiga/Commodore  
MS-DOS

## ♦ TENNESSEE ♦

### Commodore Association of SE

place: Bonanza  
Stewart Ferry Pk & I-40  
Nashville  
when: Sat as scheduled. noon  
contact: Thomas Kujawa  
615-648-1838  
interests: Amiga/Commodore

### Hackers

place: Bartlett Lib  
Bartlett  
when: 2nd Mon - 3rd Sat.  
7 PM - 10 AM  
contact: James Patrick  
901-795-0461  
interests: Commodore

### Memphis Amiga Group

place: State Tech Inst At  
Memphis  
Memphis  
when: 2nd Sat. 1 PM  
contact: Broadus Weatherall  
901-767-9239  
interests: Amiga

### Memphis Commodore Users Club

place: State Tech Inst Fulton  
Auditorium  
Memphis  
when: 1st Tue. 7 PM  
contact: Bob Nunn  
901-795-0461  
interests: Commodore

### The Amiga Club

place: Cumberland Museum  
Antioch  
when: 2nd Thur. 7 PM  
contact: Becky Fox Matheus  
BBS 615-776-5438  
interests: Amiga

## ♦ TEXAS ♦

### Club Amiga

place: Micro Search Computers  
9896 S.W. Freeway  
Houston  
when: 1st Thur. 7-9 PM  
contact: Joyce Burek  
713-481-4704 after  
4 PM  
interests: Amiga

### CUT

place: 7007 Memphis Ave.  
Lubbock  
when: 2nd Tue — 4th Sat.  
7-9 PM — 3-5 PM  
contact: Gayle Gafford  
806-792-7121  
interests: Amiga/Commodore/  
MS-DOS

### El Paso Commodore UG

place: Lincoln Cultural Arts  
Center  
4001 Durazo El Paso  
when: 2nd Thur — last Sat.  
7 PM — 10 AM  
contact: Blaine Snyder  
915-751-9884  
interests: Amiga/Commodore/  
MS-DOS

### Longview Commodore UG

place: Pinetree Jr. High School  
Longview  
when: 3rd Tue. 7 PM  
contact: Eldon Boswell  
214-759-9064  
interests: Amiga/Commodore

### Mid-Cities Commodore Club

place: Arlington / Grand  
Prairie Chapter  
Arlington Community  
Center, Arlington  
when: 3rd Tue. 7 PM  
contact: Glen Herring  
817-572-0489  
interests: Commodore

### Mid-Cities Commodore Club

place: Amiga By-The-Loop  
Chapter  
N. Richland Hills  
Church, Arlington  
when: 2nd Tue. 7:30 PM  
contact: Brent Wood  
817-246-3707  
interests: Amiga

### Mid-Cities Commodore Club

place: Amiga Central Chapter  
Arlington Community  
Center, Arlington  
when: 3rd Tue. 7:30 PM  
contact: Bill Kealey  
817-292-6639  
interests: Amiga

### Mid-Cities Commodore Club

place: Fort Worth Chapter  
Southwest Regional  
Library, Arlington  
when: 3rd Sat. 1:30 PM  
contact: Eldor Luedtke Jr  
817-626-0518  
interests: Amiga/Commodore

### Texas Commodore UG

place: Lewis Hummick's House  
Royse City  
when: call for day and time.  
contact: Lewis Hummick  
214-635-9005  
interests: Commodore

### TOTCOM

place: LTV  
530 West Brown,  
Pampa  
when: 1st & 3rd Thur. 7 PM  
contact: Sid Robinson  
interests: Amiga/Commodore

### TRICUG

place: call for meeting place  
Amarillo  
when: 2nd Sat. 10 AM-  
12 Noon  
contact: Wayne Martin  
806-355-4577  
interests: Amiga/Commodore/  
MS-DOS

## ♦ UTAH ♦

### Amiga Round Table

place: Weber State College,  
Lynn Lecture Hall  
Ogden  
when: 2nd Sat. 11-5  
contact: Ted Johnson  
801-546-4445  
interests: Amiga

### BYU Amiga Users Group

place: 258 ELWC on the  
Brigham Young  
University, Provo  
when: 2nd & 4th Sat. 10 AM  
contact: Brian Koetting  
801-377-2269  
interests: Amiga

## ♦ VERMONT ♦

### Champlain Valley Commodore UG

place: S. Burlington Middle  
School (cafeteria)

when: S. Burlington  
last Wed. 7-9 PM  
contact: Steve Lippert  
802-658-4160  
interests: Amiga/Commodore

## ♦ VIRGINIA ♦

### Amigoid Life-Form Association

place: ALFA  
Thomas Nelson  
Community College,  
Gator Room  
when: 2nd Mon. 7 PM  
contact: Norm Goswick  
804-865-7903  
interests: Amiga

### Capital Area Commodore Entb

place: Tysons- Pimmit  
Regional Lib  
Fairfax City  
when: 4th Sat. 1:30 PM  
contact: William Tyler  
703-471-0442  
interests: Amiga/Commodore

### CURVE

place: Dumbarton Lib Staples  
Mill Penick  
Richmond  
when: 3rd Mon. 7 PM  
contact: Kent Durvin  
804-321-5057  
interests: Amiga/Commodore

### Portsmouth Commodore UG

place: Portsmouth Catholic El  
School  
Portsmouth  
when: 4th Tue. 7:30 PM  
contact: Louis Parker  
804-488-2249  
interests: Amiga/Commodore/  
MS-DOS

### R.A.G.

place: Dumbarton Lib  
Richmond  
when: 4th Sat.  
contact: Bob Fisher  
804-353-0225  
interests: Amiga

### Tidewater Commodore UG

place: Open Door Chapel  
(rear)  
Virginia Beach  
when: 2nd & 4th Thur.  
7 PM  
contact: 804-588-5617  
interests: Amiga/Commodore

### Washington Area Commodore UG

place: George Mason High  
School  
7124 Leesburg Pike,  
Falls Church  
when: 3rd Sat.  
contact: John Krout  
703-273-6074  
interests: Amiga/Commodore/  
MS-DOS

## ♦ WASHINGTON ♦

### AMUSE

place: Lake Hills Library  
15228 Lake Hills Blvd,  
Bellevue  
when: Sat. 4:30 PM  
contact: Jim Boydston  
206-255-2043  
interests: Amiga

### Amiga First Users Group of Spokane

place: AFUGS  
Various Amiga Dealers  
in Spokane





# USER GROUPS

when: 2nd Wed. 7PM  
contact: Dave Harris  
509-299-7543  
interests: Amiga

## Blue Mountain Commodore UG

place: Labor Council  
Walla Walla  
when: 343 S. 3rd Ave.  
7:30 PM  
contact: Jim Godfrey  
509-529-4663  
interests: Amiga/ Commodore /  
MS-DOS

## Island Commodore UG

place: Harbor Towers  
7330 700th Ave W Oak,  
Harbor  
when: 2nd Sat. 7:30 PM  
contact: Carole Czlapinski  
206-679-4450  
interests: Commodore

## O.P.U.G.

place: Agnew Community Hall  
Port Angeles  
when: 2nd Thur. 7:30 PM  
contact: James Rosand  
BBS/206-452-8601  
interests: Commodore

## S.T.A.G.

place: Bates V. Tech  
2201 S. 78th St. Tacoma  
when: 2nd Tue. 7 PM  
contact: Ralph Redjou  
206-581-2993  
interests: Amiga

## SWAMI

place: Take A Byte Computers  
815 W. Columbia Dr  
Kennewick  
when: 2nd Thur. 7 PM  
contact: Chris Bosted  
509-375-7709  
interests: Amiga

## UPCHUG

place: Fircrest Recreation  
Center, Tacoma  
when: 2nd & 4th Thur. 7 PM  
contact: David Ockrassa  
206-832-3359  
interests: Amiga / Commodore

## Vancouver Amiga User Group

VAUG  
place: Smokey's Pizza  
Hazelville  
when: 2nd Mon. 7:30 PM  
contact: Dan Edwards  
206-896-9834  
BBS 206-695-3630  
interests: Amiga

## WACKO Walla Walla Computer Users

place: Main lecture hall of the  
Life Science Center  
Walla Walla College,

College Place  
when: 3rd Sun. 2 PM  
contact: Richard Daley  
interests: Commodore

## ♦ WEST VIRGINIA ♦

### BUG 20/64 Bluefield UG

place: Humana St. Lukes  
Southview Dr,  
Bluefield  
when: 2nd Mon.  
contact: John Knowles  
703-326-2140  
interests: Commodore

## ♦ WISCONSIN ♦

### CHIPS

place: 800 East Kilbourn  
West Bend  
when: 2nd Wed & 4th Thur.  
6:30 PM  
contact: Thomas Daley  
414-338-3047  
interests: Commodore

### Lakeshore Commodore Core

place: Lakeshore Tech College  
(conf rm A)  
Cleveland  
when: 2nd Wed. 7 PM  
contact: Merwyn Beyer  
interests: Amiga / Commodore

## ♦ WYOMING ♦

### Cheyenne Association

place: Laramie County  
Library  
2800 Central Ave.,  
Cheyenne  
when: 1st Thur. 7 PM  
contact: Gene Rugotzke  
interests: Commodore

## ♦ FOREIGN GROUPS ♦

### ♦ AUSTRALIA ♦

#### CAUSE

place: Seventh Day Adventist  
Church Hall  
3 Macleay St., Turner  
when: 2nd Thur. 8 PM  
contact: John Buttle  
BBS/062-551469  
062-514141  
interests: Amiga

### Computer Users Groups of Australia

place: St. Peters Lutheran  
Church Hall  
Hadley & Grand St  
Pittsworth, Qld  
when: 1st Sat.  
contact: Ross Hall  
interests: Commodore

### ♦ BRAZIL ♦

#### SYNTHESIS

place: 30260 Belo Horizonte

MG  
when: weekends.  
contact: Alvaro Angelo  
031-467-1480  
interests: Amiga

## ♦ CANADA ♦

### AMUC

place: University of Calgary  
Craigie Hall (RM  
CH119)  
Calgary  
when: 3RD Wed. 7 PM  
contact: Dale Schofield  
403-293-7102  
interests: Amiga

### Amici Amiga

place: Auditorium of the  
National Research  
Council  
100 Sussex Dr,  
Ottawa  
when: 2nd Wed. 7:30 PM  
contact: Walt Sullivan  
interests: Amiga

### Brampton Commodore UG

place: Chingscousy Lib-  
Bramalea, Brampton  
when: 2ND Mon (except  
July-August).  
7-9 PM  
contact: Daniel Berg  
705-846-7981  
interests: Amiga/Commodore

### Calgary Commodore UG

place: Public Lib 616  
MacLeod  
Trail SE  
Calgary  
when: 1ST WED (except  
July & Aug.).  
7:30 - 11 PM  
contact: Ralph Dunphy  
403-286-4568  
interests: Amiga/ Commodore

### Commodore Users of Edmonton amiC.U.E.

place: University of Alberta,  
Phys Ed Building Room  
E120  
when: 3rd Thurs. 7 PM  
contact: Roger Walker  
BBS 403-454-2832  
interests: Amiga

### Commodore Users of Edmonton 650C.U.E.

place: Archbishop Jordan High  
School  
when: last Fri 7:30 PM  
contact: Bob Kadylo  
BBS 403-466-7656  
interests: Commodore

### Midland Commodore UG

place: Midland Centennial  
Arena Boardroom #1

Midland  
when: 1st Wed. 7:30 PM  
contact: Frank Murphy  
BBS/705-549-7397  
interests: Amiga/Commodore

### MUG

place: Dieppe Town Hall  
Dieppe  
when: 1st Tue (except July &  
Aug). 7-10PM  
contact: Dave Quinn  
506-382-9664  
interests: Amiga/Commodore/  
MS-DOS

### North Bay Commodore UG

place: Ministry of  
Transportation  
North Bay  
when: 1st Wed. 7 PM  
contact: Fred Miller  
705-474-8714  
interests: Amiga/ Commodore

### Pleasantville Commodore UG

place: Bldg 308 Langley Rd  
St. John's  
when: 2nd Tue. 8 PM  
contact: Michael Sullivan  
709-726-0136  
interests: Amiga / Commodore /  
MS-DOS

### Port Coquitlam Computer Club

place: Hyde Creek Centre  
1379 Laurier Port,  
Coquitlam  
when: 1st & 3rd Tue (Sept -  
June).  
contact: Michael Evans  
604-942-4286  
interests: Amiga/ Commodore/  
MS-DOS

### The Amiga Manitoba User Group AMUG

place: The Manitoba Hydro  
Building 820 Taylor  
Winnipeg, Manitoba  
when: last Tues. 7:30 PM  
contact: Nick Blazanovic  
BBS 204-786-7850  
interests: Amiga

## ♦ SOUTH AUSTRALIA ♦

### Adelaide AMiga user group ADAM

place: Mawson High School  
Library  
Colton Ave. Hove  
Adelaide  
when: Every Mon.  
contact: A. Wilson  
interests: Amiga



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## LAST MINUTE ADDITIONS

The following product and vendor listings were received just as we were going to press.

Under the category of **Hardware/General** is:

### BCD VideoLink-232

The BCD VideoLink 232 lets computers control industrial-type videotape recorders with frame-accurate precision via a standard RS-232 serial port. The internal microprocessor translates simple four-character commands and complex VTR functions. The VideoLink features frame-accurate location of videotape segments using BCD's Absolute Addressing code which numbers each video frame and provides a Tape I.D. number. The VideoLink's internal video/audio switcher permits one TV monitor to display composite video from either the tape or the computer. \$1295.00

*BCD Associates*

Under the categories of **Desktop Publishing, Desktop Video, Graphics, and Utilities** are these products:

### GIF Module

This module allows The Art Department to read and process files written in the GIF format. Requires The Art Department. \$34.95 *ASDG, Inc.*

### Sculpt Module

This module allows The Art Department to read and process Sculpt 4D 24-bitplane files or images from the Mimetics frame buffer. Requires The Art Department. \$24.95 *ASDG, Inc.*

### Turbo Silver Module

This module allows The Art Department to read and process, Turbo Silver 24-bitplane and 12-bitplane files. Requires The Art Department. \$24.95 *ASDG, Inc.*

Under the category of **Memory Expansion** is the product:

### POWER PC BOARD

Imagine the speed of an 8 MHz Turbo XT with a NEC V30 Chip, inside your Amiga 500. The board is packed with 704K and also has an additional 64K EMS to speed you on your way with all your applications. To help you along we have included the complete Microsoft Dos 4.01 with all manuals, M/S Dos Shell, GW Basic, and Learning DOS (a \$199 Value). In the PC mode we use Phoenix Bios to insure the highest level of compatibility with your software. You can also use your serial port, parallel port, joystick port, and mouse in PC mode. Hercules/CGA and Monochrome graphics support provided with your choice of colors and shades. Does it have a clock? Of course! Plus, support for your internal 3.5" drive and external drives! That's right, any Amiga external drive 5.25" or 3.5" will work in PC mode! We also include a spreadsheet, database, and a word processor. In Amiga mode the Power PC Board has a clock, 512K RAM expansion, and also gives you an additional 512K RAM drive. When in Amiga mode the PC side is totally transparent, and in no way effects its operation. To aid you in moving your files between PC and Amiga we have included Cross Dos (a \$35 value). Installation of the POWER PC BOARD is simple. No screwdriver, no soldering iron, and no technical knowledge is necessary. Just turn over your A500, open the expansion door, slide the POWER PC BOARD into the connector, and close the door. You are now the owner of an A500/PC-XT. Installing this board does not void your guarantee. No extra power supply required. \$498.00 *PULSAR*

And, in the **Vendors** list:

### PULSAR

410 Maple Ave.  
Westbury, NY 11580  
(516) 997-6903  
FAX (516) 334-3091  
Inquiry # 770





# FREELY REDISTRIBUTABLE SOFTWARE

The following is a collection of descriptions for Freely Redistributable Software in the Fred Fish, AMICUS, and AC libraries. Arranged alphabetically, the contents of the latest version of each are described with a list of the earlier versions of the program following. The descriptions were supplied by Fred Fish, and the staff of Amazing Computing. For a list of the contents of each disk, please refer to the indexes supplied elsewhere in this issue.

**'881 Math Part I:** Programming the 68881 math coprocessor chip in C. Author: Read Predmore AC2

**'881 Math Part II:** Part II of programming the 68881 math coprocessor chip using a fractal sample. By: Read Predmore AC3

**'Liner** 'Liner is a freely distributable outliner. It can be used to create outlines of any length, in a number of different formats, and can save the outlines as straight text for export to other programs. Version 1.32. Includes source. Author: Dave Schreiber FF285

**.Blanker2** A screen blanking program that turns the screen black after 90 seconds of keyboard and mouse inactivity. Implemented as a very tiny event handler to the input handler event stream. Version 1.27.88, includes source. Author: Joe Hitchens FF146

**.Diff** A program that uses the same algorithm as the UNIX diff program and also produces context diffs, suitable for use with patch. This is the same version that was distributed on FF 138, but now includes the missing files (including source code). Author: Unknown (Decus C diff) FF142

**.Keymap\_Test** A program to test the keymapping routines and find possible bugs. Useful as an example of keymapping. Author: Pushpa Kumar FF19

**.Rim** RIM-5 (Relational Information Manager) is a full relational DBMS that is suitable for VERY large databases using B-Tree data storage. It has a crude (by today's standards) user interface, but since full source code is provided, this can be fixed. Versions of RIM run on a wide variety of systems, small and large, and produce compatible databases. Also includes a built-in HELP database and a programming language. Full Fortran source code and documentation included. Author: Various, Amiga port by Glenn Everhart FF143

**1812Overture** The 16 minute classical feature complete with Cannon! AM23

**1D\_Cells:** A program that simulates a one-dimensional cellular automata. Author: Russell Wallace AC5

**3D Breakout** 3D glasses, create breakout in a new dimension. AM15

**3D-Arm** The first stage of a larger project to study goal directed animation of articulated objects (objects which can move with various degrees of freedom but are constrained by attachment to other links within the object). This program demonstrates goal directed animation with a simulated 3-dimensional robot arm. Includes source. Author: Bob Laughlin FF47

**3Dcube** Modula-2 demo of a rotating cube. AM8

**3DSolids** 3D solids modeling prog. w/sample data files. ABasic program AM1

**3dsolids** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**3dstars** 3D version of Leo's 'stars' program (also on this disk). Author: Leo Schwab FF33

**60or80** A small utility to toggle the 60/80 column text modes without having to go through preferences. Works from either the CLI or the Workbench. Includes source. By: Mark Schretlen FF157

**64 Colors:** Using extra-high-brite mode in AmigaBASIC. Author: Bryan Catley AC6

**68020** Text describes 68020 speedup board from CSA. AM1

**6bitcolor** Extra-high-bright chip gfx demo, C program in C source code and executable. AM3

**8ColorWB** Modifies the Workbench so three bitplanes are used, icons can have eight colors, instead of four, eight-color icons are included. Public domain program 'zapicon' or 'brush2icon' converts eight-color IFF brushes to icons, to use Deluxe Paint to make icons for this new Workbench. AM25

**A-Render** Version 3 a Ray-Tracing Construction Set for the Amiga Computer by Brian Reed ED FF99

**A68k** A 68000 assembler originally written in Modula-2 in 1985 and converted to C by Charlie Gibb in 1987. Has been converted to accept metacomco-compatible assembler source code and to generate Amiga objects. Includes source. This is version 2.61, an update to the version on disk 186. Author: Brian Anderson; C translation and Amiga work done by Charlie Gibb FF314 FF110

**A68k** A 68000 assembler originally written in Modula-2 in 1985 and converted to C by Charlie Gibb in 1987. Has been converted to accept metacomco-compatible assembler source code and to generate Amiga objects. Includes source. This is V2.42, an update to FF110. By Brian Anderson; C translation and Amiga work by Charlie Gibb FF186

**ABdemos** AmigaBASIC demos. NewConvertFD creates .bmaps from fd files. BitPlanes finds addresses of and writes to bit-planes of the screen's bitmap. About Bmaps is a tutorial on creation and use of bmaps. LoadILBM loads and displays IFF ILBM pics. LoadACBM loads and displays ACBM pics. ScreenPrint creates a demo screen and dumps it to a graphic printer. Author: Carolyn Scheppner, Commodore-Amiga FF27

**Access** A 16 color terminal program based on Comm version 1.34 Includes new macro window, custom gadgets, colorized menus, etc. Version Beta 0.18, binary only. Author: Keith Young (based on comm by D.J. James) FF98

**Accordion** Demo version of a solitaire type card game. The object of the game is to condense all the cards into one pile. The cards are dealt face up from left to right, one at a time. Piles are built by moving a card or pile from the left onto a card or pile to the right. V 1.0.1, binary only. Author: Steve Francis FF260

**acousticguitar** Sound demonstration icon-driven part of a set on AMICUS 10. AM10

**Acp** A copy program with file name expansion and argument interpretation like the UNIX cp. Author: Fred Cassirer FF36

**Ada** An Ada Syntax checker for the Amiga. Includes lex and yacc source. Author: Herman Fischer; updates by William Loftus FF154

**Add** Lets you create keyboard shortcuts for selection of menu items in programs where the author did not make provisions for such shortcuts, or chose ones that disagree with you. Also includes 'until' which waits for a specific named window to be created. Shareware, includes source. Author: John Russell FF73

**addbook** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**ADDRCV1.00** Utility to add CR's before LF's in files FF168 & 169

**AddKickMem** Adds the KickStart memory to your free memory on an Amiga 1000 with Kickstart in ROM. FF105

**addmem** Executable version for use with mem expansion article in AC v2.1. AM17

**addmem.c** Add external memory to the system. C program. AM4

**Address** Extended address book written in AmigaBASIC. Author: Mark Hurst FF32

**AddressBook** Simple database program for addresses. ABasic program. AM1, AM8

**ADL** This disk contains a distribution of ADL (Adventure Definition Language). ADL is a superset of an older language named DDL, by Michael Urban, Chris Kostonick, Michael Stein, Bruce Adler, and Warren Usui. ADL enhancements were made by Ross Cunniff, who submitted this material for inclusion in the Fred Fish library. The standard library files 'GeneralInfo', 'Contents', and 'Distribution', along with their associated icons, have been added to the disk. The directory 'c' has been added, along with a very nice text reader program called 'less', which is the default tool for reading all the text files for which there are icons. Included here are the sources to the ADL compiler, interpreter, and debugger. The binaries were compiled by Ross with the Lattice 3.03 compiler. Ross noted in his letter that currently ADL is a CLI environment program only, but that he hopes to offer a more Amiga'ized version in the future. Also, the stack size should be set to at least 10000 before attempting to run ADL. FF91

**Adventure** A port of the classic Adventure game originally by Will Crowther and Don Woods. Has been extended to a 550 point version. Also speaks as it prints (though I found this feature annoying). Minimum 512K recommended. Binary only. Author: David Platt, Ken Wellsch, Dave Haynie FF82

**AdvSys** An adventure writing system, as described in the May 1987 issue of Byte magazine. AdvSys is a special purpose programming language that was specifically designed to be used to write computer text adventure games. Version 1.2, binary only. Author: David Betz FF87

**AegisDrawDemo** Demo disk of the Aegis Draw program. This is the actual production program with only the 'save' feature disabled and without documentation (intentionally). Very impressive program! Received directly from Aegis Development. Cc Version of the UNIX like C compiler front end program, for Manx C. Previous released version was for Lattice C. Author: Fred Fish FF29

**Afterm** Communications program utilizing IBM 3278 terminal emulation. Binary only. Author: Don Brereton FF170

**AHDM** Amiga Hard Disk Menu. When placed in your startup sequence, AHDM offers a ten page menu, each page having up to ten possible actions. By double clicking on an action, that action will execute any legal AmigaDOS command, program, or script file. This allows you to interactively select which programs you wish to start or packages to install at boot time. Version 1.1a, binary only, demo version that only supports 2 pages of actions. Author: Scott Meek FF319

**Ahost** Amiga terminal emulator featuring ANSI terminal emulation, file transfer with CompuServe's B-Protocol, Kermit, and Xmodem, user definable function keys, script language, RLE graphics and a special conference mode for use with CIS. Version 0.9. Author: Steve Wilhite & George Jones FF40

**AirFoil** An update to the Airfoil generator on FF 71. Generates airfoil models as well as their corresponding streamline and pressure distributions. Includes source. Authors: Russell Leighton Addendum by David Foster FF150, FF71

**alarm** Sound demonstration icon-driven part of a set on AMICUS 10. AM10

**AlarmingClock** A simple alarm clock program with a very alarming 'ring', particularly if you hook it up to your stereo and turn up the volume. Includes source. Author: Brian Neal FF229

**algebra** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Aliases** Text explains uses of the ASSIGN command. AM1

**alib** Object module librarian. Author: Mike Schwartz FF2, AM2

**Alice** This animation is Carey's entry to the 1988 Badge Killer Demo Contest. Author: Carey T. Pelto FF212

**Alint** Support files for Gimpel lint to make it useful on the Amiga. Author: Thomas Althoff FF34

**AList** A directory listing program based on Dave Haynie's LD4 program, with extensions and enhancements. Includes source. Author: Ed Kivi (original by Dave Haynie) FF108

**AllocMaster** Allocmaster is a program inspired by Nick Sullivan's 'Reserve' article in Amiga Transactor, for controlling the amount of both Chip and Fast memory available to the rest of the system. It is very useful for testing applications in low-memory situations. It also has a snapshot feature to report differences in available memory before and after running an application. V 1.17, binary only. Author: John Gerlach Jr. FF221

**AltIcon** Sets a second icon image, displayed when the icon is clicked. AM8

**AMC 'Amiga Message Center'** Scrolls a message from a text file across the screen on a colorful background. Similar to the 'greetings' programs developed by European Amiga enthusiasts. V1.0, binary only. By: Foster Hall FF182

**AmCat** Shareware disk cataloging program. Suggested donation of \$20. Binary only. Author: Brian Conrad FF67

**amseq1** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**AmiBas** Some miscellaneous AmigaBASIC programs, including a 3D plot program, a kaleidoscope, a C-A logo drawing program, a file comparison utility, a string search program, etc. Includes source. Author: Peter Kittel FF71

**AmiBug** Workbench hack makes the same fly walk across the screen at random intervals. Otherwise, completely harmless. AM24



# FREELY REDISTRIBUTABLE SOFTWARE



**AmicForm** Creates a phonebook containing only those areacodes and exchanges reachable through PC-Pursuit. Update to the version on disk number 157. Works with the new Finalist BBS format. Version 1.4, Binary only. Author: John Molsinger FF178, FF157

**AmiCron** A simple UNIX 'cron' type program, which is a background task that uses a disk-resident table to automatically run certain tasks on a regular basis, at specific times. An enhanced and debugged version of AmiCron 2.3 from FF113. Includes source. Author: Steve Sampson, Rich Schaeffer, Christian Balzer FF139, FF113

**AmiTerm** A new terminal/communications program based on Dan James' 'comm' program, but greatly enhanced. Includes a script language, auto redialing, choice of display beep or audible beep, enhanced file requester, and more. Version .50 (beta), binary only. Author: David Salas and Albert Kirk FF82

**Amiga Developer's IFF disk** This is a copy of the Amiga Developer's IFF disk, received directly from Commodore-Amiga sources, with permission to use in the library and redistribute. It is an update to FF16, and is unchanged except the volume name has been changed to AmigaLibDisk64.Enjoy-Fred. FF64, FF16

**Amiga Flight Simulator II/AMICUS Scenarios** Disk 16 contains several files of scenarios for Amiga Flight Simulator II. By putting one of these seven files on a blank disk, and inserting it in the drive after performing a special command. In this game, a number of interesting locations are preset into the Flight Simulator program. For example, one scenario places your plane on Alcatraz, while another puts you in Central Park. AM16

**Amiga Kermit** V4D(060) port of the UNIX C-Kermit. AM17

**amiga-copy** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**amiga3d** Shows a rotating 3 dimensional solid 'Amiga sign'. No source available, executable only (downloaded from a Denver BBS). Author: Barry (bar) Whitehouse of C-A FF12, FF14

**AmigaBBS** AmigaBASIC bulletin board C program. AM12

**AmigaBench** Optimized Amiga assembly versions of the Dhrystone benchmark. Includes 68000 and 68020 versions. Author: Al Aburto FF236

**amigademo** Graphical benchmark for comparing Amigas. Author: Charlie Heath (MicroSmiths) FF1

**AmigaDisplay** Yet another variation of a terminal emulator program. This is a modified AmigaTerm that can emulate a dumb terminal (interesting paradox here somewhere...), translate line termination sequences, optionally capture or discard control characters in the captured file, use audible beep, use another font, etc. Author: Don Woods (Original code by Michael Mounier) FF18

**AmigaFox** A text processor with graphics capabilities. Version 1.00, binary only. Author: Michael Wust FF315

**AmigaHost** V0.9 for Compuserve. Includes RLE graphics abilities & CIS-B file transfer protocol. AM17

**AmigaLine** A series of various technical notes for Amiga programmers. Author: Bryce Nesbitt FF138

**AmigaMonitor** Dynamically display the state of the machine, including open files, active tasks, resources, device states, interrupts, libraries, ports, etc. Display window into memory. Version 1.13, binary only (source available from author). Author suggests \$15 donation. Author: Jim Voris FF70, FF40, AM15

**AmiGantt** A project definition and management tool designed to create a simple, interactive method of outlining the task required to complete a particular project, using the GANTT chart as the input format. AmiGantt displays the project in a multi-window mode with separate windows for the GANTT chart, task information input, resource histogram display, and PERT chart display. Up to 500 tasks may be defined for any project, and a project may contain other projects as tasks. Version 3.0.0, shareware, binary only. Author: Donald Tolson FF248

**AmigaPunt** A program designed to predict the performance of horses in a race. The premise is that the factors affecting a horse's performance, and ultimately the result of the race, can be given a value. Binary only. Author: Pierre A du Parte FF272

**AmigaSpell** Very nice intuition oriented shareware spelling checker, version 2.0, binary only. Author: Mike Berro FF67, AM8

**AmigaTCP** The KA9Q Internet Software Package supports IP, ICMP, TCP, UDP, and ARP as basic services, and implements the FTP, Telnet, and SMTP protocols as applications. It runs on IBM PC and clones, the Apple Macintosh, and the Amiga. Includes source. Author: Bdale Garbee, Phil Karn, Brian Lloyd FF225

**amigaterm** Terminal emulation program with xmodem upload/download capability Author: Michael Mounier FF1

**AmigaToAtari** Source code for an Amiga to Atari ST object code format converter. Takes Amiga objects as input and produces Atari objects as output. This allows the Amiga to be used as a cross development machine providing the proper libraries are available. (Currently does not work, but I don't have an ST to try it with anyway...) Author: Landon Dyer at Atari Corp. FF20

**AmigaTrek I** Three stories which are a parody of the Star Trek series, with an Amiga flavor. Author: Mike Smithwick FF278

**AmigaTrek II** A continuation of Mike's Amiga Trek stories, which are parodies of the Star Trek series, with an Amiga flavor. Author: Mike Smithwick FF320

**amigatricks** Text, tips on CLI commands. AM5

**AmigaVenture** A program which allows you to write your own Infocom-style adventure programs in AmigaBASIC. It is a full-featured adventure parser, including direct and indirect objects, multiple object processing, adjectives, automatic ambiguity resolution, and subordinate clauses. The parser includes support for one, two, or three-word verbs, and a full set of object-manipulation primitives. Author: Mitsuharu Hadeishi FF41

**AmigaWave** This is Allen's entry to the 1988 Badge Killer Demo Contest. It is an animation with sound effects by: Allen Hastings FF211

**AmiGazer** Compute a view of the night sky, using a database of 1573 stars, for any date, time of day, and latitude. Click on stars for info about them. Binary only. Author: Richard Horne FF90

**AmiGo** A Go board and player for the Amiga. You can play against another human, against the Amiga, or have the Amiga play itself. Version 1.0, includes source. Author: Todd Johnson, Stoney Ballard FF289

**AmiOmega** Amiga port of the Omega game. Omega is similar to hack or rogue, but is much more complex. There is a city, several towns, a wilderness, lots of dungeons, a multitude of monsters, lots of spells, magic items, etc. There are several quests to complete. All in all, it is an excellent game. Requires 1Mb or more of memory. Amiga version 1.0, binary only. Author: Laurence Brothers, Amiga port by Rick Golembiewski FF320

**Amoeba** This clone of Space Invaders is one of the best freely redistributable games for the Amiga to date. Unlike many commercial games, it even works correctly in a multitasking environment (by not requiring you to reboot just to play a game). Highly recommended! Binary only. Author: LateNight Developments FF120

**AMon 1.1** Snoop on system resource use. Executable program and documentation. AM19

**amortize** Loan amortizations program in AmigaBASIC. AM11

**AmiScsi** Preliminary documentation for a hardware project to build a SCSI controller board. The design does not support DMA or AUTOCONFIG'ing. Author: Rich Frantz FF66

**AMUC\_Demo** A really neat horizontal scrolling demo that is a 2400 x 200 pixel 32 color IFF picture composed of Digit-View snapshots of members of the Amiga Users of Calgary, superimposed on a wide view picture of the Calgary Skyline. Binary only. Author: Stephen Vermeulen and Stephen Jeans FF117

**AMXLISP** Amiga-ized version of the XLisp interpreter originally by David Betz. V2.00, includes source. By David Betz; Amiga work by Francois Rouaix FF181

**AmyLoad** A graphical monitor of CPU, blitter, and memory use. Includes two components; load.device, which monitors system parameters, and amyload, which is the user interface and display program. Includes source. Author: Jeff Kelley FF111

**AnalogJoystick** Software support for use of analog joysticks on the Amiga. Includes a driver, a header file for code that calls the driver, and an example program that uses the driver. Includes source. Author: Dave Kinzer FF247, AC4

**AnalytiCalc** A full featured system for numerical analysis and reporting. Includes a spreadsheet, graphics programs, documents and facilities for performing many commonly needed functions. Features include an 18000 by 18000 cell spreadsheet using virtual memory, random access to other saved spreadsheet formulas or values, easy save or merge of partial sheets, up to 400 windows on screen, ability to drive any cell from external macros, built in matrix algebra, random number generation, date arithmetic, and much more. This is version V24-01a, an update to FF176. Binary only. Author: Glenn Everhart FF328, FF176, FF144, FF104

**Analyze Templates** 12 templates for the spreadsheet Analyze. AM11

**AnimalSounds** A sample of digitized animal sounds along with a simple sound player. Authors: The Trumor Company, Inc. Sound Player by Don Pitts FF149

**Animate** Tutorial describes animation algorithms, by John Draper. AM2

**Animation? BASICally:** Using cell animation with AmigaBASIC. Author: Mike Morrison AC7

**Animations** VideoScape animations of planes and boing ball. AM22

**Animations** Some animations made with Aegis Animator. Includes a player program Author: Aegis Development FF53

**AnimBalls** A nifty little animation program that allows you to create a collection of balls in three-space and then interactively rotate them in real time using the mouse. Includes source. Author: Jim Guilford FF157

**AnimPlayer** An animation reader and display that is the result of a consortium of animation software developers, which includes the authors of Videoscape, Sculpt3D, Silver, Forms-In-Flight, and Animator:Apprentice. Includes source. Author: Martin Hash et al. FF96

**AniPtrs** Some cute animated pointers. I have adopted one of them as my permanent replacement for the boring red arrow. Binary only. Author: Bob McKain FF332

**ansi.txt** escape sequences the CON: device responds to. AM15

**AnsiEcho** Some commands written in assembler. Includes an echo command, touch, list, cls (clear screen), and ask (wait for user input). Author: Dewi Williams FF39

**ANSIED** Demo version of an ANSI screen file editor. It allows you to easily create and modify a screen of ANSI-style text/graphics on the Amiga. The standard ANSI color set (red, green, yellow, blue, magenta, cyan, white) and text styles (plain, boldface, underlined, italic) are provided, along with some simple editing and drawing functions. This demo version has the save features disabled. This is version 1.3.0. Binary only. Author: Greg Epley FF324, FF221

**AntiCBS** An animation cooked up by Leo in protest of CBS's coverage of the Hacker's Conference in Oct 88. After reading the transcript I was angered enough to feel this needed widespread distribution, even though it is quite old. by: Leo 'Bols Ewhac' Schwab FF217

**Aquarium** A program for searching through a special database containing information about the contents of the library, in order to find programs that match a specified list of conditions. Includes a database of disks 1-300, and a program to add the contents of future disks to the database. Binary only. Author: B Lennart Olsson FF301

**ar** Text file archive program, C program in C source code and executable. AM2

**Arc** The ubiquitous compressing archiver program that has become the defacto standard for distributing binaries and multi-file postings on most BBS's. This is Amiga version 0.23, a port of arc version v5.0, binary only. Author suggests \$35-\$50 donation. Author: System Enhancement Associates Amiga version by Raymond Brand FF70, FF40, AM8, AM17

**Archx** Yet more programs for bundling up text files and mailing or posting them as a single file unit. Author: Martin Minow FF26

**ArPrep** ArPrep prepares files and/or directories for archival with arc or any other program that can't scan through different directories and/or handle long filenames. V2.1, includes source. Author: Garry Glendown FF214

**arcrc** for making "arc" files E.C. AM17

**ARCre** Creates rename scripts so that files with long names can be easily archived and de archived correctly by 'arc'. Author: John Hoffman FF53

**AreaCode** Program which decodes area codes into state and locality. Version 1.5. Author: Bill Beogelein FF40

**Arxxx Part II:** Information on how to set up your own ARxxx programs with examples. Author: Steve Gilmore AC7

**Argoterm** Terminal program with speech and Xmodem, Assembler program. source code and executable program. AM3

**ArgoTerm** Yet another terminal emulator program. However, this one is written in macro assembler, so should be of interest to anyone doing serious assembly language development. Version 0.20 Author: Jez San FF12

**Args:** Passing arguments to an AmigaBASIC program from the CLI. Author: Brian Zupke AC2

**Arp** ARP stands for 'AmigaDOS Replacement Project'. Arp is an effort led by Charlie Heath of Microsmiths Inc., to replace the current DOS in a compatible fashion, so that current programs will continue to work. Arp also makes whatever improvements are possible, so that current and future pro, FF53grams will work better. Author: Various authors contributed work FF123





## FREELY REDISTRIBUTABLE SOFTWARE

**ARPTools** A group of small utility programs requiring ARP, that have been created to address some deficiencies of the ARP CLI environment, especially to exploit the potential offered by non-named pipes in the ARP shell. Version 1.0, includes source. Author: Fabio Rossetti FF284

**Arrange** A text formatting program, Executable program. AM3

**arrow3d** Shows a rotating 3 dimensional wire frame arrow. No source available, executable only (downloaded from a Denver BBS). Author: Steve Beats of C-A FF12

**ArticFox.pic** A IFF screen from ArticFox. AM6

**ARTM** ARTM (Amiga Real Time Monitor) displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, fonts and hardware. Includes both a PAL and an NTSC version. This is version 1.0. Binary only. Author: Dietmar Jansen and F. J. Mertens FF327, FF277

**As6502** Contains a portable 6502 assembler, including source in C. Author: J. Van Ornum; Amiga port by Joel Swank FF92

**ASDG-rdd** Useful shareware recoverable ram disk. This AmigaDOS device driver implements a completely DOS compatible disk device in memory that survives resets, guru's, and crashes. An absolute must for those with lots of ram. It now works with up to 8Mb of memory, and is written in assembly. Binary only. By: Perry Kivolowitz, ASDG Inc. FF241, FF58

**ASendPacket** Example program for sending multiple packets asynchronously to a DOS handler, for those interested in implementing programs with a synchronous AmigaDOS file I/O. Author: Phillip Lindsay FF35

**Ash** Prerelease version of a C-shell like shell program. Has history, command substitution, loops, etc. By: Thorn Smith FF18

**Ash** A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. V1.0, binary only. By: Steve Koren FF279

**ASimplex** An implementation of the Simplex algorithm for solving linear programs. It uses the standardized MPSX-format for input data files. This is version 1.5, an update to version 1.2 on disk 199. Changes include bug fixes, the ability to run from CLI, it's own window for I/O, and some new and improved commands. Includes source. Author: Stefan Forster FF250, FF199

**Ask** questions an 'execute' file, returns an error code to control. AM15

**AskTask** Allows you to examine various bits of the task structures of all tasks in the system, from the lists attached to ExecBase. Displays priority, state, flags, stack, signals, etc. You can also remove tasks, change the priority of a task, or send arbitrary signals to a task. Version 2/4/89, with source. By: J. Bickers FF230

**Asm** A shareware macroassembler, submitted by the author. Asm is a 68010 macro assembler that is compatible with the assembler described in the AmigaDOS manual. This is version 1.1, an update to the version on FF46, and includes bug fixes, additional standard Motorola mnemonics and a simple startup code module. Author: Douglas Leavitt FF50, FF46

**Asm68k** Full featured macro assembler, version 1.1.0, binary only. Well documented. By: W. Wesley Howe FF81, FF69, FF66

**AsmExamples** A couple of assembly code examples. Executables are not extremely useful but the code might be of considerable benefit to beginning assembly language programmers. Author: Henrik Clausen FF155

**AsmFilter** In AmigaBASIC turns the output of the Metacomco disassembler into a file that can be re-assembled. FF105

**AsmProgs** Some misc assembly tools, programs, etc. FF105

**asmsupp.i** Sample library example AM5

**AsmToolBox** An assembler 'toolbox' created to make interfacing between assembler programs and AmigaDOS easy. Includes source. Author: Warren Ring FF136

**AsmTools** Some CLI type tools, written in assembler (echo, load it, mounted, setlace, why). With source. By: Bryce Nesbitt FF79

**ASpice** A version of the SPICE 2G.6 circuit analysis program which has been modified to run in the Amiga environment. The program arrays are adjusted to require one tenth the memory of the DEC VAX version. Although this does not usually put much of a constraint on circuit analysis, some users who are used to the full mainframe environment may have to be more aware of the memory demands of their analysis. Requires a minimum of 1 MB

memory. This version neither supports nor requires the 68020 processor or 68881 coprocessor. This is Amiga version 5.1, an update to FF177. Binary only. Authors: Many, see Documentation. Amiga port by Dan Warns. FF278, FF177

**AssemblyDemos** An interesting group of assembly language demos for your visual and aural pleasure. Binary only. Author: Foster Hall FF154

**AssemTools** A collection of files of great interest to Amiga assembly language programmers. The collection includes 140 macro routines which make assembly language programming a lot easier. There is also a library of routines containing buffered C-like file handling functions (fopen, fclose, fgets, fputs, etc) and a file name requester. All routines are re-entrant. Includes source for example programs using the macros and library, and a 65c02 cross macro assembler. Author: Jukka Marin FF247

**Assign** Replacement for AmigaDOS assign command, written in C. Author: Charles McManis FF52

**AssignDev** Assigns multiple names to a given device. For example, allows the names 'df0:' and 'df3:' to refer to the same physical device. This is a modified version of the original released on FF79. Includes source. Author: Phillip Lindsay, mods by Olaf Seibert FF111, FF79

**Assigned** Same code showing how to find out whether or not a name has been assigned (via the DOS ASSIGN command) before using it, thus avoiding the DOS Insert-Disk requester. Includes source. Author: Dan Green FF66

**Asteroids** 'blast the asteroids' type game. Unique feature is that all the images and sounds are replaceable by the end user. So instead of ships and rocks, you can have an Amiga against a horde of IBM PCs if you wish. Author: Rico Mariani FF122

**AsteroidField** This is Michael's entry for the 1988 Badge Killer Demo Contest. It is a large animation of a spacecraft flying madly through an asteroid field (chased by unseen foes) that includes a couple of near misses. Author: Michael Powell FF208

**At Your Request:** Using the system-supplied requestors from AmigaBASIC. Author: John F. Weiderhirm AC3

**ATerm V7.2** Term prog. includes Super Kermit. AM17, AM1

**ATOF** A small utility that allows you to use the fonts of another disk without using the CLI. Version 1.0, binary only. Author: Roger Fischlin FF245

**ATPatch** A program which reportedly will patch the Amiga Transformer for operation under Workbench 1.2 (I don't have one so I couldn't test it). Includes source. Author: Philip Staub FF61

**Atree** A disk utility which imitates similar utilities widely available on IBM compatibles (PC Tools, Xtree, QuickDos, etc). The intent is to allow the user a graphic representation of the entire directory structure on a disk device, including the files in each directory, and the capability of moving quickly through the tree to a directory to access its files. Version 1.7, binary only. By: Don Schmidt FF289

**AudioTools** Demo programs from Rob Peck's article in the July/August issue of Amiga World on accessing the audio device This is version 2, an update to the release on FF84. Includes source. Author: Rob Peck FF94, FF84

**AutoEnquirer** An example of a screen contraption that is like a requester except that it's not quite as demanding, goes where you want to put it, and remembers where it was put. Includes source and Manx'ified version of Chris Gray's fractalish terrain generator as a demo. Author: Howard Hull FF89

**AutoFace** Autoface automatically shrinks the ASDG FACC window and moves it to the back. Also allows the number of buffers to be increased or decreased. Most useful from the Startup-Sequence file while booting. Binary. By: Andry Rachmat FF81

**AutoGraf** Collects and graphically displays information on auto mileage. Features such as miles per gallon, cost per mile, miles driven, highs, lows, averages, etc. Includes sample data file, a couple utility programs and source. V1.0 By: Joel Swank FF166

**AutolconOpen** Example code to fool Workbench into thinking it is receiving mouse inputs that select and open icons. This is version 1.2, an update to the version on FF73. Includes source. Author: Tony Wills FF87, FF73

**Automat** Cellular automata simulation. AmigaBASIC Program. AM3

**Automata** Four cellular automata programs. AutomataTron is a one dimensional cellular automaton, Crud is a automaton based on a sum index rule, Demon is a cyclic space automaton described in the Aug 89 Scientific American, and Life is one of the oldest and best known of all cellular automata. Includes source. Author: Gary Teachout FF249

**AutoPoint** Autopoint serves two functions: It automatically selects the window underneath the mouse pointer and it provides a very nice screen saver facility. Binary. By: Jude Katsch FF86

**AutoRequester** example. AM14

**autorqstr.txt** Warnings of deadlocks with auto requesters. C program. AM4

**AuxHandler** Example of a DOS handler that allows use of a CLI via the serial port. Includes source. Author: Steve Drew FF79

**AvailMem** A small free memory counter that continuously displays the amount of free chip and fast memory in bytes (as opposed to K). V1.03. With source. Author: Dave Schreiber FF285

**Avi** An Amiga work-alike version of the UNIX vi editor. Though not especially recommended for beginners, designed for those of you who may have the vi commands permanently hard-coded into your fingertips! V1.0, binary only. By: Peter Nestor FF162

**AviTrees** Library and test program that implement routines for creating and using balanced binary trees (AVL trees) held entirely in memory. Includes source. Author: Paul Vixie FF103

**Az** A nice little text editor that is fast, simple to use, and very Amiga'ized-lots of new features, bug fixes, and other improvements. Binary only. By: Jean-Michel Forgeas FF346, FF228

**AZComm** Modified version of Comm 1.34 that contains Zmodem send, receive, and resume receive. Version 1.00, Binary only. Author: S. Patel, based on Comm 1.34 by DJ James FF171

**Back** 2 programs to assist users of Matt Dillon's Backup/Restore program in making error-free VERIFIED backups onto floppy disks and useful as a trackdisk device example. With source. By: Stephen Vermeulen FF284

**BackDrop** Backdrop allows you to define a pattern which will then be displayed on the workbench screen in the normally empty area behind all the windows. Similar in concept to DropCloth, but this one does not require workbench to be loaded (and does not cohabit very well with workbench). Includes source. Author: Eddy Carroll FF216

**BackGammon** A graphical Backgammon game done as an undergraduate A.I. course project. Version 1.0, includes source. Author: Robert Pfister FF120

**Backgammon** Another game in ABASIC by the author of Monopoly. Author: David Addison FF28

**Backup** Backup and Restore allow you to backup any directory tree with optional compression, and later extract all or part of the tree. The protection, date, and file comment are saved with each file. This is V2.04, an update to FF168. Binary only. Author: Matt Dillon FF258, FF168 & 169

**Backup** A simple backup program that writes normal AmigaDOS disks as the backup destination. To recover files, you just copy from the backup disk. Requires manual decisions about what subdirectories to backup to what disks to make everything fit. Includes source. Author: Alan Kent FF98

**Ball** Draws a ball, an AmigaBASIC Program. AM8

**Balloon** This animation with sound effects is Dave's entry to the 1989 BADGE Killer Demo Contest. Binary only. Author: Dave Schreiber FF272

**balls** Simulation of the 'kinetic things' with balls on strings where only the end balls move (quick, can YOU come up with a better description?). Anyway, quick. Author: Perry Kivolowitz FF1

**BallyIII** Amiga port of the former arcade game named Click. This version fixes some minor bugs and is faster than the previous versions. This is version III. Binary only, shareware. Author: Oliver Wagner FF232, FF221, FF205, FF181

**BambooTiger** BambooTiger in LoRes FF72

**band** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**banjo** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Bankn** A complete checkbook system offered by the author as shareware. Update to version on FF120. Version 1.5, binary only. Author: Hal Carter FF163, FF120, AM20

**banner** Prints horizontal banner (across screen). From Decus C distribution of several years ago. Author: Unknown FF4

**BasicBoing** An AmigaBASIC program which shows animation by page flipping. Precalculates all views of a rotating 3Dimensional cube and then cycles through them rapidly for animation. Author: Arthur Blume FF43

**BasicProgs** Some more AmigaBASIC programs. LeastSquare solves least squares problems and graphs the results. Curves is a demo of one use for LeastSquare (find curves to fit a set of points). Freud is a Freudian analysis program. Includes source, needs AmigaBASIC from Extras. Author: George Trepal FF105

**BASICSorts** Examples of binary search and insertion sort in AmigaBASIC. AM22



# FREELY REDISTRIBUTABLE SOFTWARE



**BasicStrip** An AmigaBASIC program that helps to convert programs written in other forms of Basic to AmigaBASIC. Author: George Trepal FF121

**bass guitar** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Batch Files:** Executing batch files from AmigaBASIC. Author: Mark Aydelotte AC4

**Batchman** A program that allows the user to execute CLI programs and batch files simply by clicking on a gadget. It can be used as the center of a turnkey system, where the user simply clicks on gadgets to launch applications. Version 1.1, includes source in Modula-II. By: Michal Todorovic FF325

**BattleForce** A nicely done shareware game, submitted by the author, that simulates combat between two or more giant, robot-like machines. This is version 3.61, an update to version 3.01 on disk 205. Binary only. Author: Ralph Reed FF273, FF205

**Bawk** Text processor inspired by the UNIX Bawk utility. This is an update to the copy released on FF 65. Bawk searches files for specific patterns and performs actions for every occurrence of these patterns. The patterns can be regular expressions. The actions are expressed using a subset of the C language. With C source. By: Bob Brodt; Amiga port by Johan Widen FF92, FF65

**BBChampion** This is BootBlockChampionIII, a very nicely done program that allows you to load, save, and analyze any bootblock. V3.21. New features include checks for five different LAMER viruses. Binary only. By: Roger Fischlin FF298, FF244

**Bbm** Demo of B.E.S.T. Software's Business Management System. A full implementation with file sizes reduced for demo purposes. by Business Electronics Software & Technology Inc. FF43

**BBS** A BBS for the Amiga (BBS-Amiga Version 1.1). Author: Ewan Grantham Author's suggested shareware donation: \$25 FF30

**BbsList** A list of Bulletin Board Systems which support the Amiga. The list was compiled from a list on Delphi, Compuserve, bathroom walls, etc. Author: Dick Sheffold FF43

**BeachBirds** Jerrold Tunnell's entry to the Badge Killer Demo Contest. Uses sprites and sound to portray a beach scene. Runs on a 512K machine. Binary only. Author: Jerrold Tunnell FF112

**beep** Source for a function that generates a beep sound, like CTRL-G on a VT100 terminal. Author: Samuel Dicker @ Commodore-Amiga FF14

**bells** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Berserk** This animation, unveiled at the September 87 meeting of the First Amiga Users Group, got Leo a standing ovation. It is a 'must see' for every Amiga user, and ranks up there with 'Juggler' as a premier demo for the Amiga. The difference between this distribution, and the one on disk 100, is that this one includes 'source'. I.E. it contains all the object descriptions necessary to recreate the animation. Thus you can, if you like, try modifying various objects to create slightly different animations, or use it as an example for creating your own animations. Seldom does a disk get devoted to a single program, however animation is one of the Amiga's greatest strengths, and I felt it was appropriate to have at least one animation that was available at the 'source code' level. Author: Leo Schwab FF132, FF100

**Berserker** A virus detection program that can detect various forms of the common bootblock and link type viruses. Rather than checking for a specific virus, it looks for conditions that indicate a possible virus infection, thus it can detect new strains of similar viruses. Version 3.0+, includes source in assembly. Author: Ralf Thanner FF280

**ertrand** A graphics demo. AM8

**Better String Gadgets:** How to tap the power of string gadgets in C. Author: John Bushakra AC4

**Bezier** Simple programs to allow you to fool around with Bezier curves, using the mouse to move the points that define the curve and a prop gadget to change the granularity of the curve generation loop. Includes source. Author: Matt Dillon FF75

**bgrep** Another grep like utility, also using the Boyer-Moore algorithm. Author: Roy Mongiovi and Arnold Robbins FF4

**BI** A small brush to C-to-C image converter, intended to be used from CLI. V1.0, binary only. By: Terry Gintz FF184

**Bigmap** Program which demonstrates how to use the low-level graphics calls, ScrollPort especially. Demonstrates scrolling around inside a very big bitmap. Author: Leo Schwab FF33

**BigView** Displays any IFF picture, independent of the physical display size, using hardware scroll. Default display size is 320 by 200 in lo-res; HIRES or LACE attributes added if user width/height exceeds low resolution boundaries. Includes source. Author: John Hodgson FF58

**Bind** A binding (glue) library builder. Takes a standard '.fd' (function definition) file and generates a binding library for the functions defined in the '.fd' file. Version 1.2, an update to the version released with midilib on disk 227. Binary only. Author: Bill Barton FF309

**Bison** A replacement for UNIX 'yacc' command. This is from the GNU (GNU is Not UNIX) effort. Contains updates to the version on FF136, submitted by two separate sources. Includes source. Author: Bob Corbett and Richard Stallman, updates by William Loftus and Scott Henry FF155, FF105, FF136, FF51, FF4

**BlackBook** Keeps track of those important phone numbers and addresses. Shareware, author suggests \$30 donation. Author: Craig Nelson FF70

**BlackBox** The black box is an 8x8 grid in which several 'atoms' are hidden. Your job is to find the atoms. You have at your disposal a ray projector which you can use to send rays into the box from any of the 32 spots around the box. Binary only. Author: Tim Kemp FF178

**BlackJack** A line oriented (no graphics) blackjack game. Author: Unknown FF19

**Blind** A linker written as a replacement for ALink. Fully ALink compatible and supports many additional options not found in ALink. Also is much faster than ALink and produces smaller executable files. Version 6.5. Author: Combined efforts of the Software Distillery FF40, FF34, AM12

**Blit** This animation is Richard's entry to the 1989 BADGE Killer Demo Contest. An interesting feature of this animation is that it uses the Copper to show the lower right corner of the screen in Hi-Res, while leaving the rest of the screen in Lo-Res. Binary only. Author: Richard Addison FF276

**BlitDemos** This program implements the Demons cellular automaton as described in the August, 1989, issue of Scientific American. Using extremely simple rules it exhibits rather complex behaviour. Uses the blitter to perform over 350,000 cell-generations per second. Version 1.0, includes source. Author: Walter Strickler FF256

**BlitLab** Blitlab is a program which lets you experiment with the blitter, to your hearts content, in relative safety. It opens a workbench window with gadgets for all the registers of the blitter, and allows you to manipulate individual registers and perform blits on a magnified bitmap. V 1.4, an update to FF84. Includes source. Author: Tomas Rokicki FF191, FF84, FF69, AM20

**Blitz** Blitz is a small program that is designed to be loaded into memory and that sits in the background until activated by its hot key. It allows you to view a text file, much like a TYPE command, only that it lets you move forwards and backwards through the file. Its screen updates are blitz'n. Binary only. By: Hayes Haugen FF60

**BlitzFonts** Blitzfonts makes text output up to 6 times faster, transparently to well behaved programs. It is also very small and written 100% in assembly for maximum speed. Binary only. Author: Hayes Haugen FF60

**Blk** A requester making tool employing various recursive algorithms including a recursive parser. It takes input text files and converts them to C-source for including as requester declarations. Update to FF152, with many enhancements. Includes source. Author: Stuart Ferguson FF191, FF152

**Blobs** A simple graphics program, reminiscent of the UNIX 'worms' program, but in color of course. By: Peter Engelbrite FF15

**Blocks2** Amusing and colorful display of a moving trail of 'blocks'. Update to version on FF71, however this version also includes source. Author: Gary Walker FF156, FF71, AM1

**bm** A grep like utility using the Boyer-Moore algorithm. Author: Peter Bain FF4

**BMAP Reader** by Tim Jones. AM14

**BMon** System monitor AmigaBASIC program; perform simple manipulations of memory. AM24

**BMP** plays 8SVX sampled sounds in the background while something else is happening in the Amiga, as your Amiga is booting, for example. AM26

**BNTools** Three examples of assembly language code from Bryce Nesbitt. AM24

**BobEd** BOB and sprite editor written in C. In C source code, executable program and documentation. AM20

**bobtest.c** BOB programming example. C program. AM5, AM4

**Boing!** Boing! demo, with selectable speed. Executable program. AM9

**BoingDemo** Demo version of a neat game due for release in March 1990. It is fully functional but the play time is limited to five minutes per play. Version 0.30, binary only. Author: Kevin Kelm, Alternate Realities FF335

**BoingMachine** A ray-traced animation of a perpetual motion Boing-making machine, includes the latest version of the Movie program, which has the ability to play sounds along with the animation. By Ken Offer. AM24

**BoingThrows** A 50 frame HAM animation done with Sculpt3D, and minor touchups with DigiPaint. The animation took about 325 hours of runtime to generate. Author: Marvin Landis FF134

**boink** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**BootBack** A handy little utility to copy and save the boot block from a disk, then later restore it should the disk get stomped on by some ugly virus. Includes source. Author: David Joiner FF157

**BootBlocks** Detailed documentation on what a bootblock is and how it works, along with some sample bootblocks and a program to install a custom bootblock. Includes source for the sample bootblocks and the install program. By: Jonathan Potter FF242

**BootIntro** This program creates a small intro on the bootblock of any disk, which will appear after you insert the disk for booting. This is the 'next generation' BootIntro, a more colorful version than the one on disk 244, but the text must be shorter. The first line can be up to 24 characters. The second and third lines can be up to 22 characters. The scrolling text can be up to 98 characters. This is 'next generation version 1.1'. Binary only. Author: Roger Fischlin FF245, FF244, FF188

**Bounce** This program is Steve and Tom's entry for the Badge Killer Demo Contest. It creates little dots that bounce around and multiply. With source. By: Steve Hansel and Tom Hansel FF127

**bounce** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Bouncer** A 3D simulation of a bouncing ball written in Creative Solutions' Multi-Forth, with source included. By: Jon Bryan FF67

**Bowl** This is Vern's entry for the 1988 Badge Killer Demo Contest. It is a Sculpt-Animate animation that shows three colored balls flying in circles above a mirrored bowl. Rendering the animation took about 2 weeks. Distributed in zoo format because of its size (zoo program included for easy unpacking). By: Vern Staats FF209

**box** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**BreakOut** A 3D game. Requires 3D glasses. By: Tim Kemp FF50

**Bref** A cross reference program for AmigaBASIC code. Generates a list of the BASIC code with lines sequentially numbered, plus a table showing all variables and labels used in the code, and the line numbers where they were used. Created from the CREF program on FF166, which was written by Mike Edmonds and Joel Swank. Version 1.01, includes source. Author: Dick Taylor FF283

**Breshean** A Forth program which produces a Breshean circle algorithm example. AM11

**BrickOut** Classic computer brick wall game, ABasic program. AM1

**brickout** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Brik** A general purpose program that calculates both text and binary cyclic redundancy codes (CRCs). Text mode CRCs calculated by brik are portable across systems for files that are in the usual text format on each system. Binary mode CRCs are portable for files that are moved from system to system without any change. Brik can be used to verify and update an embedded checksum header in files. It runs under MS-DOS, UNIX system V, BSD UNIX, VAX/VMS, and AmigaDOS. This is version 2.0 and includes source. Author: Rahul Dhesi FF233

**Brownian** A demo based on both fractal theory and brownian motion. Includes source. Author: John M. Olsen FF206

**Browse** View text files on a disk, using menus in source code and executable, a C program. AM8

**Browser** A workbench tool, using text-only windows, that makes all files in the system accessible for executing, copying, moving, renaming, deleting, etc. Billed as a 'programmers workbench'. Version 1.2, binary only. Author: Peter daSilva FF134

**Browser** A program that lets you wander around a file tree and peek into files, all with the mouse. Author: Mike (I'll be mellow when I'm dead) Meyer FF18

**Browser** A programmer's 'Workbench'. Allows you to easily and conveniently move, copy, rename, and delete files & directories from a CLI environment. Also provides a method to execute either Workbench or CLI programs. V1.0, update to FF134, binary only. By: Peter da Silva FF180





## FREELY REDISTRIBUTABLE SOFTWARE

**Browser** Updated version of the browser program released on FF18. This one has been 'manxified', has scroll bars, and several bugs fixed. Author: Mike Meyer, enhancements and fixes by Bob Leivian FF34

**Browser** Another version of the browser program released on disks number 18 and number 34. Includes some bug fixes and enhancements. Includes source. Author: Mike Meyer, enhancements by Mark Schretlen FF59

**Browser2** This browser type program is apparently not based on the original Mike Meyer version. Binary only. By Dan Green FF59

**Bru** Alpha 1 version of a hard disk and/or file archiver written for UNIX. This is a vanilla port, with very little Amiga smarts, but it is usable. Last freely redistributable version. By Fred Fish FF48

**Brunjes** Various tools submitted together by the author. StringPkg is string package for both Forth style and NUL terminated strings. Date&Time are handy tools for getting and printing formatted date and time. Utlis are utilities used by the other files. CursorControl is an example of moving the text cursor. SpaceOrEscape is a handy word for pausing or stopping program output. Includes source code. Author: Roy Brunjes FF239

**Brush2C** Brush2C converts an IFF brush to C data instructions, initialization code. Executable program. AM9

**Brush2Icon** Brush2Icon converts an IFF brush to an icon. Executable program. AM9

**Brushes** Contains 53 custom brushes for use in DPaint while drawing schematics. Includes things like resistors, capacitors, gates, transistors, IC pacs, etc. Author: Jim Lee FF81

**BrushIcon** Converts brushes to icons (bizzarr docs). AM25

**brush2BOB** Converts small IFF brushes to AmigaBASIC BOB OBJECTS, an AmigaBASIC program. AM11

**bsearch.asm** Binary search code. Assembler program. AM2

**BSplines** Simple program to fool around with B-SPLINES, ala Bezier programs. Includes source. By Matt Dillon FF75

**Bspread:** A powerful spread sheet program written in AmigaBASIC. Author Brian Cately AC1

**BTE** Bard's Tale character editor. Executable program and documentation. AM19

**Btree** Routines to implement a B-tree algorithm and several accompanying tests, apparently derived from the single file version also included on this disk under 'Btree2'. Still buggy, but looks useful with a little work. Author: Richard Hellier, posted to usenet by Steve Jefferson FF34

**Btree2** Previous (original) version of btree routines. Author: Richard Hellier FF34

**Bugs** Text of known bug list in Lattice C 3.02. AM1

**Bully** Mike Meyer's entry for the Badge Killer Demo Contest. Pushes all open screens around (thus the name 'bully'). Designed for showing off more than one demo at a time Includes source. Author: Mike Meyer FF112

**C Itoh Prowriter** Printer driver for the C Itoh Prowriter. AM9

**C Notes V4.9:** Look at a simple utility program in C. Author: Steven Kemp AC5

**CNotes:A** A small program to search a file for a specific string in C. Author: Steven Kemp AC4

**C Notes:B** The beginning of a utility program in C. By Steven Kemp AC4

**CNotes:C** Recursive functions in C. Author: Stephen Kemp. AC7

**C Notes:D** A look at two data compressing techniques in C. Author: Stephen Kemp. AC7

**C Squared** Graphics program from Scientific American, Sept 86. In C source code and executable. Documentation included. AM14

**C-Functions** A group of four little C-functions to add to your library to make your programming life a little easier. Includes source and a small demo program showing some of the results. Author: Lars Thuring FF164

**C-kermit** Port of the popular 'kermit' program, a flexible virtual terminal and file transfer program from Columbia University. Author: Unknown, ported to Amiga by Davide Cervone FF26

**C-Light** A demonstration copy of a commercial ray tracing program, which is identical to the commercial version except that it has been limited to ten objects per scene. Binary only. Author: Ronald Peterson FF146

**C64Emul** An April Fools spoof. Turns your Amiga into a C64, or at least makes it look that way. With source. By Eddy Carroll FF216

**CacheCard** An accessory to SetCPU for use with A2620 cards or 68030 systems. It modifies the MMU table set up by SetCPU to selectively control caching for each expansion card. It's also an

example of how an accessory program can track down and modify the SetCPU MMU table without having to read all kinds of MMU registers and figure it out for yourself. Version 1.00, includes source. Author: Dave Haynie FF233

**CAD** An object-oriented drawing program, version 1.2.4. Uses a small set of graphics primitives (like 'line', 'box', and 'text') and a small set of editing functions (like 'move', 'size', and 'rotate'). While drawing and editing, the user can call on other functions to modify the display; to zoom in, slide around, superimpose a grid, etc. Shareware, binary only. Author: Tim Mooney FF74, FF59

**CAI:** A complete Computer Aided Instruction program with editor written in AmigaBASIC. Author: Paul Castonguay AC1

**Calc** A programmable calculator program with similarities to a hand-held RPN calculator. Can run either interactively or in 'script' mode by reading programs from a file. Version 1.0, shareware, binary only. Author: Bob Brooks FF103

**Calc** A very nicely done scientific/programmer/plotter calculator. The scientific portion has most of the operations found on the more popular handhelds. The programmer portion has all the special hex/binary/decimal conversions as well as register operations like ASL, ROL, LSL, AND, OR, XOR, etc. The plotter portion will plot equations. Other features include 26 memories, full mouse or keyboard operation, pull-down menus, and iconization. V 3.0, binary only. by: Jimmy Yang FF210

**CalcKey** A basic four function, memory resident, pop-up calculator which uses only about 24K of memory and can automatically type the answer to any calculation into the program you were using when it was popped up. Version 1.0, binary only, shareware. Author: Craig Fisher FF235

**Calculation** Demo version of a solitaire type card game. The object of the game is to stack the cards into four ordered stacks, one that counts by one, another that counts by two, another that counts by three and another that counts by four. Version 1.0.2, binary only. Author: Steve Francis FF260

**Calendar** A program that generates calendars in any one of 10 standard formats for any year after 1900. Binary only. Author: Pierre A du Part FF269

**Calendar** Calendar/diary program written in AmigaBASIC. Author: Mark Hurst FF32

**Calendar** Appointment calendar which lets you visually add and update appointments. Can also run in background and remind you 15 minutes before any scheduled event. Amiga port by Bob Leivian FF34

**Calendar.WKS** Lotus-compatible worksheet that makes calendars. AM18

**Call Assembly language from BASIC:** Add speed to your programs with Assembly. Author: Martin F. Combs. AC8

**callope** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Calls** A little utility to help analyze the flow of a C-program by laying out the functions called in a hierarchical manner. Author: Originally from Usenet with major revisions by Kevin Braunsdorf, Amiga port by George MacDonald FF160

**Canon PJ-1080A** Printer driver for the Canon PJ-1080A. AM9

**canvas** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Car** This animation is one of Allen's entries to the Badge Killer Demo Contest. It apparently is an inside joke relating to a well known Amigan's experience with a certain highend graphics hardware manufacturer. Author: Allen Hastings FF123

**Car** A two-dimensional full screen scrolling racing game with realistic four channel stereo sound and overscan, for either NTSC or PAL Amigas. The goal is to guide your car around one of ten selected tracks. Each track has its individual high score list. Version 2.0, binary only. Author: Anders Bjerin FF336

**car horn** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**cardco** Text file of fixes to early Cardco memory boards. AM12

**cardfi** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**CardFile** Simple card file database program. ABASIC AM1

**CardFile** Study aid card file program written in AmigaBASIC. Useful for organizing small blocks of data, such as can be done with a 3X5 card file system. Binary only. By James Parks FF90

**CardMaker** A programmer's aid for creating card image data that can be used in any card game that uses the standard 52 card deck. V1.0, binary only. By Terry Gintz FF184

**Cards O'Rama** A simple game that let's you push your memory. It is played with a deck of 32 cards, grouped in 16 pairs. The cards are shuffled and then displayed at the beginning of each game. Your goal is to pick up as many pairs as you can, until there are no cards left on the screen. V1.0, includes source. By Werther Pirani FF186

**Cartoon** Hires Color fantasy humor FF72

**caseconvert** Modula-2 program which converts Modula-2 keywords to uppercase. AM11

**Casino** Games of poker, blackjack, dice, and craps. ABASIC program. AM3

**CassEti** Cassette tape label printer. Includes source in GFA Basic. Author: Thorsten Ludwig FF346

**Castle** A simple graphics adventure game suitable for beginners. Binary only, but source available with a small donation to the author. Author: H. James Fox FF174

**Cathy** A HAM picture of a pretty girl FF72

**CBBS** The WORLID BBS system for use in amateur radio. Originally written for IBM-PC compatibles, it was ported to the Amiga by Pete Hardie. This is version 6.1c with source code. Author: Hank Oredson, the CBBS group, Pete Hardie FF241

**CBDump** This is a CLI utility for those who are working with the Amiga's clipboard device. It's sole purpose in life is to dump the current contents of the clipboard to stdout or by redirection to a pipe or a file. Useful for testing and interfacing with programs that do not support the clipboard. Source included. By: Stephen Vermeulen. FF326

**cc** Aid to compiling with Lattice C. AM1

**cc** nix-like front end for Lattice C compiler. Author: Fred Fish FF2

**Cc** C compiler front ends for Manx and Lattice C, developed independently by Jay T's. These automatically filter off the annoying banner messages from various passes of the compilers. Author: Jay T's FF43

**CCLib** An implementation of the standard C library, that is done as an Amiga shared library, containing over 140 functions. Version 1.3, binary only. Author: Robert Albrecht FF260

**CCutlils** Eight small CLI utilities that use the cclib library shared library. Includes a program to display disk usage on your menu bar, a program to check the integrity of IFF files, a program to remove shared libraries from memory if they are not being used, and more. Binary only. Author: Robert Albrecht FF286

**CDecl** English to C (and vice versa) translator for C declarations. This little gem will translate english such as 'declare foo as pointer to function returning pointer to array 10 of pointer to long' into 'long (\*(foo)O)[10]', and vice versa. An absolute must for anyone except possibly the most hardcore C guru. Includes source. Author: Graham Ross FF114

**CDecl** English to C (and vice versa) translator for C declarations. This little gem will translate english such as 'declare foo as pointer to function returning pointer to array 10 of pointer to long' into 'long (\*(foo)O)[10]', and vice versa. Update from version on FF114. Includes source. Author: Graham Ross with enhancements by David Wolverton, Tony Hansen, Merlyn LeRoy, Udi Finkelstein and probably others! FF167

**Cell Animation:** Using cell animation in Modula-2. Author: Nicholas Girasella AC5

**CelScripts** Makes cel animation scripts for Aegis Animator, in AmigaBASIC. AM21

**cforth** A highly portable forth implementation. Lots of goodies. Author: Allan Pratt FF3

**Charon** Charon is Bradley's entry for the First Annual Badge Killer Demo Contest. The text of the demo was written by Lord Dunsany (long before the Amiga). Bradley created the illustrations and animation. The sound track is a traditional Scottish tune 'The Arran Boat', by: Lord Dunsany (1915), Bradley Schenck (1988) FF198

**Check** A useful little utility for finding structural errors in C-source code. Many command-line options. Version 1.03, binary only. Author: Keith Elbertson FF160

**Check4Mem** Allows you to check for a specified amount of memory, with certain attributes, from a batch file. If the requirements are not met, a WARN returncode is generated. Version 2, includes source. Author: Jonathan Potter FF242

**CheckIFF** Program to check the structure of IFF files and report any problems. Binary only. Author: Unknown FF81

**CheckModem** A program which provides for executing other programs from your startup file, if and only if there is actually a modem connected to the serial port. Author: Matt Dillon FF46

**Cheetah** a picture of a cheetah. AM15



# FREELY REDISTRIBUTABLE SOFTWARE



**Chess** A port of a chess game posted to Usenet. This is an update to the version first included on disk 96. It has been upgraded to use an Amiga Intuition interface. Version 2.0, binary only. Author: John Stanback; ported to Amiga by Bob Leivian Version 2.0 upgrades by Alfred Kaufmann FF205, FF96

**ChessTutor** Chess tutor is a program designed to introduce novice chess players to the basics of the game. Shareware, written in AmigaBASIC. Author: William Jordan FF269

**Child** Toddler digitized forever in Amiga history, an IFF picture. AM7

**ChinaChallenge** A game similar to Shanghai or Mahjong. The goal is to remove all parts of the pile, the so called Dragon, step by step. This dragon is composed of 120 different game pieces. You can always find four pieces displaying the same picture or chinese symbols. Binary only. Author: Dirk Hoffmann FF312

**Chop** Truncate (chop) files down to size, C program in C source code and executable. AM3

**Chop** A program which uses a hotkey to chop a displayed screen down to a temporary maximum of 4 planes in lo-res or 2 planes in hi-res, allowing the processor full speed access to chip memory. Only the displayed screen is affected, the program painting the screen continues to work with the full color palette. Unchopping the screen puts everything back to normal. Version 1.0, binary only. Author: Nico Francois FF302

**Chord** Todor Fay's SoundScape module source code from his AC articles. The Lattice and Manx C source code is here, along with the executable modules. AM26

**CIATimer** Two versions of ciatimer routines to provide precise timing for applications requiring a high-accuracy real-time clock. Includes source and a sample executable. By Karl Lehenbauer, based on the original version by Paul Higginbottom FF178

**cinclude** Text file cross-reference to C include files. AM12

**circle** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Circles** A circles pattern generator, reminiscent of one of the early Amiga demos. Version 1.1, includes source in C. Author: Joel Swank FF304

**CirPlane** A circular plane generator for VideoScape 3D. Generates a clockwise circular polygon with the specified number of vertices. Used, for example, to cap a cylinder or to generate surface detail. Version 1.0, with source. By Thad Floryan FF101

**claves** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Claz** Converts IFF picture files to POSTSCRIPT. Works with Amiga HAM pictures, as well as 'normal' pictures. Also includes scaling. Version 2.0, includes source. Author: Steve Ludtke FF87

**Claz2** Update of prog to convert IFF images to PostScript files for printing on laser printers. AM26

**clean** Executable program, spins the disk for disk cleaners. Documentation included. AM12

**Clean** A small program written in assembly code, to be used in conjunction with a cleaning disk, to clean your floppy drive heads. Version 1.0, includes source. Author: Dan Burris FF277

**Cleanup** Removes strange characters from text files. C program. AM3

**Clear** Fills unused areas of memory with a specific byte pattern. FF105

**Cled** A simple command line editor which allows you to edit your commands before and after they are processed. Uses the arrow keys and simple control sequence keystrokes for cursor positioning and editing tasks. Update to version on FF74, this is version 1.4, binary only. Author: Pat Empleo FF81, FF74

**CLI-Colors** A simple little program to change the colors of the border around a CLI window. Includes source in assembly code. Author: Michael Sinz FF248

**CLICard** Text file of a reference card for AmigaDOS CLI. AM1

**ClickDOS** A 'directory utility' type program which is reasonably small, uses a single window on the Workbench screen (which can also be iconified), does not rely on other programs for most of its functions, and is very memory efficient. This is version 1.10, binary only. Author: Gary Scott Yates FF276

**ClickToFront** extends the user-interface so that a double-click into a window brings it to the front. Now as long as you can see any part of a window you can bring it to the front without having to hunt for the page gadgets. Version 1.1, includes source. Author: Bryce Nesbitt FF86

**ClickUpFront** ClickUpFront is another program, similar in function to the ClickToFront program from disk 86, that allows you to bring any window to the front simply by double-clicking in any part of it. Version 1.0, includes source. By Davide Cervone FF94

**CLIClock sClock, wClock** are window border clocks. Source code, executable program, and documentation. AM14

**CLICommands** Text guide to using the CLI. AM1

**CLIcon** Allows you to run cli programs from the workbench, similar in operation to IconExec, but more versatile. Author: Bryan Ford FF167

**CLImax** For all those people who wish that their CLI windows had 25 lines of 80 characters just like an old fashioned non-windowing computer, the answer is here. CLImax creates a borderless backdrop CLI window on a custom screen. Also thrown in is MoveSys, which reassigns SYS:, C:, S:, L:, DEVS:, LIBS:, and FONTS: to a new volume with one simple 'pure' command. Includes source. Author: Paul Kienitz FF224

**Clipboard** Clipboard device interface routines to provide a standard interface, such as Open, Close, Post, Read, Write, etc. Author: Andy Finkel FF56

**CLIPrint** An example of printing to the CLI from assembly code. Includes source (of course). By: Jeff Glatt FF237

**cllist.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**CLI Utilities** This directory contains several subdirectories with small utilities, collected from various sources, that are only usable from the CLI. See the Readme file for further information. Some include source. Author: Various FF162

**Cload** An AmigaBASIC Program to convert Compuserve hex files to binary. Source code and documentation included. AM8

**Clock** Updated version of the clock program released on FF15. Adds seconds display, free memory display, and faster updates. Author: Mike Meyer FF36, FF15

**Clock** Another clock program, comes in several flavors depending upon features desired, which include using alternate fonts, using alternate colors, setting the time, etc. Binary only. Author: Mark Waggoner FF59

**ClockV1.00** Simple clock, configurable with config. FF168 & 169

**ClockDJ** A utility which combines a clock, mouse accelerator, screen blanker, window manipulator, function keys, and macros into a single program, written in assembly language for maximum efficiency. Includes an AREXX port. Version 4.07, binary only. Author: David Jenkins FF293

**CloseMe** Another ingenious perversion in the screen hack category. Don't miss this one...surely destined to become a classic! Includes source. Author: Charlie Gibbs FF167

**CloseWB** Simple program for use with MWB (also on this disk) to close a current Workbench screen, and let you open Workbench on a custom screen. Author: Matt Dillon FF65

**Cloud** A program that generates and displays fractal surfaces that look remarkably like clouds. Based on ideas from the book 'Fractals' by Jens Feder. Binary only. Author: Mike Hall FF216

**cls** A screen clear program. Executable and source code. AM11

**cls** A screen clear and CLI arguments example in Assembly. AM11

**CLS** Clear Screen Command made for the purposes of being SMALL, and thus not wasteful of memory when made memory resident, it consists of 96 bytes of memory on disk! Includes source in assembly. Author: Bill Nelson FF237

**Clue** Clue board game. Nice. Author: Greg Pryor FF45, AM8

**CM** A celestial mechanics simulator with an Intuition interface. You construct a layout of celestial bodies and specify various parameters for the bodies and the simulation. CM then animates the bodies according to the laws of gravitational attraction. Setups may be saved to disk to later reinact interesting scenarios. Version 1.0, includes source. Author: W. John Guineau FF280

**CManual** A complete C manual for the Amiga which describes how to open and work with screens, windows, graphics, gadgets, requesters, alerts, menus, IDCMP, sprites, etc. The manual consists of more than 200 pages in 11 chapters, together with more than 70 fully executable examples with source code. When unpacked, the manual and examples nearly fill up three standard Amiga floppies. This is version 1.00 and with source for all examples. By Anders Bjerin FF337

**Cmd** Cmd redirects the serial.device or parallel.device output to a file. Useful for capturing print jobs for debugging or 'offline' printing. Version 4, includes source. Author: Carolyn Schepner FF95, FF86, FF79

**CMP V1.00** Utility to compare two files FF168 & 169

**CNewsBin** This is part 1 of a C News distribution for the Amiga. This part includes all the binary and text files necessary to set up and run C News. Part 2 is available on disk 319 and contains the source. Author: Various Authors, Amiga port by Frank Edwards FF318

**CNewsSrc** This is part 2 of a C News distribution for the Amiga. This part includes all the source for C News and the UUPC package that it uses. Part 1 is available on disk 318 and includes all the binary and text files necessary to set up and run C News on the Amiga. Author: Various, Amiga port by Frank Edwards FF319

**cnvaplIdhm** Executable program that converts Apple II low, medium and high res pictures to IFF. With documentation AM12

**CodeDemo** Modula-2 program converts assembler object files to inline CODE statements and a screen scrolling example AM24

**ColorArt** Art drawing program in AmigaBASIC. AM8

**colorcircles** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**colorful** Shows off use of hold-and-modify mode. Posted to usenet by Robert Pariseau. FF1

**ColorReq** A color palette library callable from any program. Used to adjust the colors of any screen. Automatically adjusts to screen size, number of colors. Has many features including SPREAD, COPY, UNDO, RGB, HSV, as well as customizable gadgets. Binary only. Author: Jeff Glatt and Jim Fiore FF257

**ColorReq** Describes the update to the color.library and has an example program, with source, that demonstrates its use. Author: Dissidents Software FF348

**ColorTools** Three tools that manipulate the colors of your screen. Binary only. Author: Dieter Bruns FF323

**Colour** A program to manipulate the colors of specific named screens, saving their current color sets to data files, loading new color sets from data files, or interactively changing the colors. Includes source. Author: John Russell FF126

**Colourscope** A shareware program that shows different graphic designs. Author: Russell Wallace AC5

**ColumnSet** A text filter program that takes as input a file with one word per line and produces a file with these words laid out in the same order in even columns, as many as will fit across the output screen or page with at least one space between columns. Includes source in Modula-2. Author: Kent Paul Dolan FF270

**Comal** Demo of AmigaCOMAL (missing only SAVE), an incremental p-code compiler from Denmark. COMAL is a language with the design goal of combining the modern structured approach of Pascal with the ease of use and interactivity of BASIC. There are versions of COMAL for IBM, VAX, CP/M, C-64, Amiga and various European operating systems. Includes a complete turtle graphics package. Perfect for education yet powerful enough for applications programming. V2.0, binary only. By Svend Dagaard Pedersen Freddy Dan Dalgas Kristiansen FF296

**COMAL.h** Make C look like COMAL header file. In C source code, and documentation. AM19

**Comm** Source release for comm version 1.34. Last release on FF71 was binary only. FF75, FF71, FF67, FF48, AM17

**Commands** Shorter guide, in text, to AmigaDOS CLI commands. AM1

**Commodities** Commodities Exchange, an Amiga exec library which can be opened and used by application programs to gain access to input in a very flexible way. This is a 'minimal, binary only' copy. Source may be available on a future disk. Version 0.4. Author: Jim Mackraz FF87

**Commodore IFF** This is a copy of the official November 1988 Commodore IFF disk. All the files in the 'documents' directory are in zoo file 'documents.zoo' FF185

**Compactor, Decoder** Steve Michel AmigaBASIC tools. In C source code and documentation. AM20

**Compiler** An optimizing C compiler for the 68000. Has successfully compiled itself on a 68000 based UNIX system V machine, but has yet to be fully ported to the Amiga. It will currently produce assembly output for simple C routines on the Amiga, but needs lots of work to be really useful as anything other than a learning tool. By Matthew Brandt FF53

**Compress** Compress reduces the size of the named files using adaptive Lempel-Ziv coding. The amount of compression obtained depends on the size of the input, the number of bits per code, and the distribution of common substrings. Typically, text such as source code or English is reduced by 50-60%. Compression is generally much better than that achieved by





# FREELY REDISTRIBUTABLE SOFTWARE

**Huffman coding** (as used in 'pack') or adaptive Huffman coding (as used in 'compact'), and takes less time to compute. By Thomas Spencer, with improvements by others FF51, FF6

**ComputerBlocks** An IFF image of multicolored computer composed shapes as blocks. AM7

**CONFIG V1.00** Used to configure friendly programs like DME for the initial window placement (configures the executable) FF168 and 169

**Conman** Extremely useful replacement for the standard console handler, provides line editing and command line histories. Completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 1.3, binary only. By William Hawes FF165, FF133, FF100, FF90, FF81, FF69

**ConPackets** Demos the use of DOS packets, finding the Window pointer and ConUnit pointer of the CLI window, toggling Raw mode, getting cursor position and limits from the ConUnit, and ESC-sequence cursor positioning. By Carolyn Scheppner FF56

**Conquest** You control an interstellar empire, decide which star systems to explore, which planets to colonize, etc. The computer will also be building its own empire and competing with you for resources. The one with the greatest population at the end wins. First distributed in executable form only on FF10. This distribution includes source. Author: Unknown, reported to Amiga by Rob Shimbo Second release of a csh-like alternative to the CLI, first released on FF14. Has alias, built in functions like 'dir' for speed, history, named variables, command re-execution with substitution, etc. Author: Matt Dillon FF24, FF10

**cons** Console device demo program with supporting macro routines. Author: Rob Peck FF5

**Console** Console is a new set of routines to get around some of the problems with the standard system routines, and includes some simple graphics routines. With source. By Jim Cooper FF69

**console.bmap** one of the necessary links between AmigaBASIC and the system libraries diskfont.bmap AM8

**consoleIO.c** Console I/O example. C program. AM4

**consoleIO.txt** Copy of the RKM console I/O chapter. C program. AM4

**ConsoleWindow** Example program for finding the intuition pointer to an AmigaDOS CON: or RAW: window, so you can do WindowToFront, graphics, and other interesting things. (Requires AmigaDOS 1.2) Author: Andy Finkel and Robert Burns FF35

**Control** Program which provides finer control over the printer device. When it sees a DUMPRPORT, it fires up a requestor and lets you play with the values being passed in the IO Request block. Includes source. Author: Andy Finkel FF74

**Conundrum** An AmigaBASIC program that is a puzzle-like game, similar to the game Simon. Author: Dave Senger. AC8

**ConvertDoodle** Converts Commodore 64 Doodle files into Amiga format. AM11

**ConvertKoala** Converts Commodore 64 Koala files into Amiga format. AM11

**ConvertPrintShop** Converts Commodore 64 PrintShop files into Amiga format. AM11

**Cookie** Fortune cookie program. Includes source. Author: Richard Stevens FF65

**CopDis** A copper list disassembler that can be run from the CLI or linked with and run directly from an application program. This is version 0.0a and includes source. By Karl Lehenbauer FF261

**Copper** A copper list disassembler. Dumps the contents of a hardware copper instruction list. By Scott Evernden Inst FF43

**Copy** A replacement for the AmigaDOS copy program that is upwardly compatible, plus includes some new features like date preservation. V1.0, includes source. By Jeff Lydiatt FF75, FF13

**Cos** A 'Wheel Of Fortune' style game in AmigaBASIC. Author: Steve Michel FF51

**Cosmic** An interstellar multiplayer game of War and Peace. From the looks of the documentation file, it appears fairly extensive! Version 1.01, includes source. Author: Carl Edman FF178

**Cosmo** An 'asteroids' clone. Suggested \$6 donation. Author: John Harris FF40

**Cosmoroids** A version of 'asteroids' for the Amiga. AM15

**Coyote** Gene's entry to the 1988 Badge Killer Demo contest. A very cute (and large) animation. Requires about 1900 blocks of disk space, so it is in 'arc format'. By Gene Brawn FF207

**cp** A UNIX-like copy command. Executable program. AM11

**CPM** Another CP/M emulator independently authored from the version that appeared on FF 157. Emulates a CPM computer with a Z80 processor connected to an ADM3A terminal. Assembly source included. Author: Ulf Nordquist FF165

**CPM** A program to compute mandelbrot sets via the Continous Potential Method, as described in the book The Science of Fractal Images by H. O. Pietgen and D. Saupe. It is used to make 3-dimensional pictures of the mandelbrot set. This is a batch mode type program so several images can be generated, one after the other, without any human interaction. Includes source. Author: Lars Clausen FF303

**Cpp** A copy of the Decus cpp, ported to the Amiga. This cpp is more powerful and complete than either of the built in cpp's in Manx or Lattice C. A modified version of the UNIX like cc frontend, for Manx C, that knows about the cpp is included. It has had some ANSI features added. Includes source. cpp by Martin Minow, cc by Fred Fish; Olaf Seibert FF338, FF28

**cpri** cpri shows and adjusts priority of CLI processes in C source code and executable. AM11

**CPU** Two programs, one in C and one in assembler, which check for CPU type. This version can detect 68000, 68010, 68020, and 68881 processors. Includes source. Author: Ethan Dicks, based on WhatCPU by Dave Haynie FF329

**CPUStandoff** This cute 'computer wars' animation is Bob's entry to the 1989 BADGE Killer Demo Contest. Lots of visual jokes in this one. Binary only. Author: Bob Janousek FF271

**CR2LF** Converts carriage returns to line feeds in Amiga files, C program. AM3

**CrazyEight** Card game based on the children's traditional favorite. AM3

**Crc** Two programs that are very useful for generating 16-bit CRC listings of the contents of disks, and verifying that a given disk's files still compute to the same CRC's as listed. Version 1.0, binary only. Author: Don Kindred FF133

**CrcLists** Complete CRC check files for disks 001-292 using the brik program. These were made directly from my master disks. I have switched to brik, from the crc program used to make the lists on disks 133, 146, and 173, because it has more features and because source is available. Update to FF233. Author: Fred Fish FF293, FF233, FF173, FF146, FF133

**creatport.c** Create and delete ports. C program. AM4

**creatstd.c** Create standard I/O requests. C program. AM4

**creatask.c** Creating task examples. C program. AM4

**Cref** A C cross referencer program. Prints out your code with line-numbers and complete key-word cross-referencing. Update from version on FF 103 which had a serious bug. Includes source. Author: Mike Edmonds; Amiga port by Joel Swank FF166, FF103

**Cribbage** Another game in ABASIC by the author of Monopoly. Author: David Addison FF28

**crif** adds or removes carriage returns from files. In C source code and executable. Documentation included. AM14

**CRobots** A game based on computer programming. Unlike arcade type games which require human input controlling some object, all strategy in CRobots is condensed into a C language program that you design and write, to control a robot whose mission is to seek out, track, and destroy other robots, each running different programs. All robots are equally equipped, and up to four may compete at once. This is version 2.3w. Binary only, source available from author. Author: Tom Poindexter, Amiga by David Wright FF345, FF331, FF311

**CrossDOS** A 'tryware' version of a mountable MS-DOS file system for the Amiga. This is a software product that allows you to read and write MS-DOS/PC-DOS and Atari ST formatted disks (Version 2.0 or higher) directly from AmigaDOS. This tryware version is a 'readonly' version, which does not allow any writes to the disk. A fully functional version is available for a very reasonable price from CONSULTRON. This is version 3.05b. Binary only. Author: CONSULTRON, Leonard Poma FF252, FF240

**Crunch** Removes comments and white space from C files, in source code and as an executable, a C program. AM8

**Csh** Version 4.01a of a csh like shell derived from Matt Dillon's shell, version 2.07. Features and changes include ARP pattern matching, improved search command, some new commands like 'basename', some new options, bug fixes, and an ARexx port. Includes source. Author: Matt Dillon, Steve Drew, Carlo Borreo, Cesare Dieni FF331, FF309, FF223, FF199, FF145, FF107, FF85, FF55, FF48, FF41, FF36

**CSquared** Implementation of Circle Squared algorithm from Sept '86 Scientific American 'Computer Recreations' column. Produces wildly colorful but mathematically precise patterns. By Bill DuPre FF38

**Ct** An Amiga program to display images from a CT scanner, along with several new interesting sample images of scans of real people. The display software, though it has a primitive user interface, is quite powerful, including functions like convolutions, averaging, laplacians, unsharp masking, edge detection, gradients, etc. This is version 2.2, an update to the version on disk 137. Binary only. Additional image disks available from author. Author: Jonathan Harman FF235, FF137

**CTags** Create a tags file from the specified C, Pascal, Fortran, YACC, lex, or lisp sources. A tags file can be used by a cooperating editor to quickly locate specified objects in a program's source code. Berkeley V4.7, with source. By Ken Arnold, Jim Kleckner, and Bill Joy Ported to Amiga by G. R. (Fred) Walter FF197

**CType** Another text file reader, but this one is small, reasonably fast, and includes bi-directional scrolling, search, go to a given percentage, and printing capabilities. Version 1.0, includes source in assembly. Author: Bill Nelson. FF237

**cube1** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Cucug** This animation of the Champaign-Urbana Commodore Users Group logo was submitted to the 1988 Badge Killer Demo Contest by Ed Serbe. FF213

**Cursor** A 3-pass BASIC Compiler for BASIC programs written in AmigaBASIC, does not yet support all of the BASIC commands but is able to compile itself. This is version 1.0, includes source. Author: Jurgen Forster FF347

**CustReq** A glorified ASK command for your startup-sequence. It generates a requester with the specified title, text, positive and negative gadgets (either of which can be the default), and an optional timeout value. Version 2, includes source. Author: Jonathan Potter FF242

**CutAndPaste** Public domain implementations of the UNIX cut and paste commands. Includes source. Author: John Weald FF97

**cutpaste** One of the many basic programs from FF13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**CWDemo** Demo version of a pop-up utility to control the color register assignments of Intuition custom screens. V3.2, an update to FF238. Binary only. Author: Kimbersoft FF283, FF238

**Cycles** A simple but enjoyable game apparently inspired by the cycle game in the movie 'Tron'. Version 1.0, binary only. Author: John G. Gilmore FF78, AM22

**CyclicSpace** A Griffeathian cyclic space generator program. Implements a cellular automaton as described in the August 89 issue of Scientific American. V 1.42, includes source in assembly code. Author: A. J. Brouwer FF255

**Cycloids** An updated version of the hypocycloids (electronic spirograph) program first released on FF27. By Terry Gintz FF49

**CygnusEdDemo** Demo version of CygnusEd, an editor from CygnusSoft Software. CygnusEd supports simultaneous editing of multiple files, multiple views of the same file, very fast display, margins, word-wrap, status-lines, insert/overwrite mode, online help, soft scroll borders, screen overscan, adjustable tab size, macros, text formatting options, block/line/word cut/copy, and more. Also includes demo 3.0 version of MandFXP Binary only. Author: CygnusSoft Software FF95

**CZed** A complete midi package for use with all Casio CZ synthesizers. Contains a full fledged sound editor, a split simulator for CZ-101/1000/2305, a bank loader and a memory dump for CZ-1. This former commercial package is now shareware. Binary only. Author: Oliver Wagner FF323

**D2D-Demo** Demo version of Disk-2-Disk from Central Coast Software (submitted by George Chamberlin). Binary only. Author: Central Coast Software FF82

**dadc** A digital computer impersonating an analog clock impersonating a digital clock. Author: Perry S. Kivolowitz FF6

**Daisy** Example of using the translator and narrator devices to make the Amiga talk. It is written in C. AM24

**Dan Kary's** C structure index program. In C source code and executable. Documentation included. AM14

**Dance** These two programs, 'dancing polygons', are John's entry to the Badge Killer Demo Contest. They are variations of one another, but demonstrate the range of colors available on the Amiga. Includes source. Author: John Olsen FF126

**Dark** A small graphics and animation demo. Includes source. Author: Phil Robertson FF162

**dart** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13



# FREELY REDISTRIBUTABLE SOFTWARE



**Dasm** A multipass, symbolic, macro assembler for multiple target machines, including 6502, 68705, 6803, and 6811. Supports conditional assembly, addressing mode overrides, arbitrary number of named segments, pseudo-ops for repeat loops, data generation, etc. Version 2.12, includes source. Author: Matt Dillon FF287, FF169, FF167

**DataPlot** A shareware plotting program written in AmigaBASIC. Includes a least squares curve fit program. By Dale Holt FF121

**DataToObj** A utility to convert raw data files (sprites, image data, text, etc.) directly into object code which can then be linked to the main program without the need to go through the compiling process. Includes source. Author: Werner Gunther FF172

**date** One of the basic progs. on FF13 Grab Bag. It is not certain which of the two early basics this program used. FF13

**DateRequester** A module that provides intuition based support for soliciting a date value from the user. It supports both point-and-click selection of date values and direct entry of the individual components. It also includes a standalone ARexx driven date requester program which can be called from ARexx macro files. Includes source. Author: Mark Rinfret FF276

**Dazzle** A Graphics demonstration which produces patterns based on mouse movements. Executable program. AM9, FF15

**Dbuf.gels** Sample program that demonstrates the animation routines for Bobs and VSprites. Uses double buffering to smooth the display motion. Author: David Lucas FF33

**Dbug** Machine independent macro based C debugging package. Provides function trace, selective printing of internal state information, and more. This is an update to the version released on disk 102, and now includes a machine independent stack use accounting mechanism. Includes source. Author: Fred Fish; profiling support by Binayak Banerjee FF232, FF102, FF41, FF2

**DC** A handy program for people who use an Amiga 1020 5 1/4 inch drive as an AmigaDOS floppy. A Workbench program that sends a DiskChange signal to the operating system: Instead of typing "diskchange df2:" over and over again, just click on the icon. C source included. AM26

**DC10** An AmigaBASIC DC-10 instrument flight simulator. Appears to be quite in-depth with flight-planning and take-off options along with an extensive documentation file. Requires rebuilding on a separate disk and was successfully done so by following the author's instructions in the ReadMe\_First file. Author: Jan Arkesteijn FF150

**DCDemo** A demo version of DiskCat 2.3, a disk catalog program. Demo is limited to cataloging 100 files at a time. Binary only. Author: Ed Alford, MicroAce Software FF98

**DClock** A 'Dumb Clock' utility that displays the date and time in the Workbench screen title bar. Uses only about 2 percent of the CPU time and about 10Kb of memory. Includes an alarm clock feature and audible beep for programs that call DisplayBeep. Version 1.12 with enhancements and a bug fixes. Includes source. Author: Olaf Barthel FF325, FF298

**Debug** A symbolic debugger for the Amiga. Features include symbolic disassembly, simple expression parsing, multiple breakpoints, memory fill, memory dump, single step in trace mode, skip over subroutines, etc. V2.10, binary only. Author: Jim Thibodeau and Larry LaPlume FF251

**DeciGEL** An assembler program for stopping 68010 errors. In C source code and executable program. With documentation AM9

**decvnt** Opposite of CONVERT for cross developers. C program. AM1

**DeepSky** A database containing information on 10,368 non-stellar objects, 600 color contrasting easily resolved double stars, 70 stars for setting circles, and misc white dwarfs, red stars, binaries, etc. The database is distributed in zoo format, yielding 1.2 Mb after extraction. V 5.0. By Saguaro Astronomy Club FF219

**Defdisk** CLI utility to re-assign a new Workbench disk. In C source code and executable. Documentation included. AM18

**Degas.pic** A Degas dancer IFF screen. AM6

**Degas2.pic** A Degas dancer.IFF screen. AM6

**Degas3.pic** A Degas dancer. AM6

**Degas4.pic** A Degas dancer. AM6

**dehex** Simple little program to convert hex format file into a binary file. Reads lines of hex characters on stdin and writes 8 bit dehex'd bytes to stdout. Author: Fred Fish FF10

**DeluxeDraw** The drawing program from AC v1.3 in AmigaBASIC. AM8

**DEM** A program to compute mandelbrot via the Distance Estimator Method, as described in the book The Science of Fractal Images by H. O. Pietgen and D. Saupe. It is used to make high

resolution black-and-white images. This is a batch mode type program so several images can be generated, one after the other, without any human interaction. Includes source. Author: Lars Clausen FF303

**Demo** Multiwindow demo. ABASIC program. AM1

**DEMOLITION** Another neat little display hack. In the spirit of these things, ya gotta run it to find out what it does. Includes source. Author: Kition Kyrimis FF89

**Demon** This program implements the Demons cellular automaton as described in the August, 1989, issue of Scientific American. Using extremely simple rules it exhibits rather complex behaviour. Includes source. Author: Lars Clausen FF303

**DevKit** A collection of C and ARexx language programs to facilitate the software development process. With DevKit, you can launch your compiler from within your editor, have the cursor positioned on your errors, look up the autodoc page for any Amiga function at a single keystroke, find a system structure within the include files, or find any function in the code you are writing. Version 1.2, includes source. Author: Peter Cherna FF297

**DevPatch** A program that installs a patch for OpenWindow to check the NewWindow structure. If the title matches a specific string, the height will be forced to 45 pixels. This helps to reduce chip memory usage for programs that open overly large windows and then seldom use them. Includes source. Author: Jorrit Tybergheijn, Nico Francois, P. Marivoet FF332

**Devstat** Assembly code example of locating and listing information about all mounted devices. Includes source. Author: Fabrice Lienhardt FF292

**dex** Program to extract documentation in a human readable format inside source files, and produce nroff style output for manuals and other such external documents. First ever public release. Author: Fred Fish FF14

**DezHexBin** An intuition based programmers tool to convert integers between decimal, hexadecimal, and binary. Very small. Version 1.1, includes source in assembly code. Author: Michael Djavidan FF321

**Dfc** Copies disks like Maurader, but multitasks. Replaces both diskcopy and format but is smaller than either. It even has a nice little intuition interface. Includes source. By Tomas Rokicki FF131

**DFrame** This utility helps you create animated bobs. It installs itself in DPaint II, after which you can draw each bob in DPaint II within its own frame and check the animation by calling DFrame from within DPaint. V1.02, binary only. By Jan Buitenhuis FF221

**Dg210** Data General D-210 Terminal emulator. Suggested \$12 donation. Author: Steve Lenz FF40

**DGCS** Deluxe Grocery Construction Set, simple intuition-based prog for assembling and printing a grocery list. AM24

**dhrystone** Dhrystone benchmark program. Author: Reinhold Weicker (Ada version) Rick Richardson (C version) FF1

**Dick2RAM** 2 programs to move the Scribble! spelling dictionary to and from the RAM disk. AM26

**DietAid** Diet planning aid to allow the user to compile lists of ingredients (recipes) and automatically compute calorie totals, etc. Update FF36. V3.1, binary only. By Terry Gintz FF179

**DietAid** Diet planning aid to allow the user to compile lists of ingredients (recipes) and automatically compute calorie totals, etc. Shareware program (\$10 suggested). By Terry Gintz FF36

**Diff** GNU diff and diff3 utilities, version 1.10. This version provides all the features of BSD's diff plus options to diff non-ASCII files, to ignore changes that just insert or delete blank lines, to specify the amount of context for context diffs, plus more. This version of GNU diff is part of the RCS package found on FF282. Includes source. By: Mike Haertel, David Hayes, Richard Stallman & Len Tower. Amiga port by Raymond Brand & Rick Schaeffer. FF281, FF231, FF138, FF107, AM11

**Diff** A simple version of diff. Update to version on FF75, includes source. Author: Erik Baalbergen FF87, FF75

**DiffDir** Compares the contents of two directories, generating a list of differences to the standard output. Detects files or directories present in one hierarchy but not the other, file attributes that are different (dates, flags, comments, etc), and differences in file size. Version 1.1, an update to FF188. Includes source. Author: Mark Rinfret FF281, FF188

**Diffsed** Dif produces a difference file which lists the line by line differences between any two text files. These differences can be fed to sed (a stream type editor), along with the original text file, to remotely reproduce the other (new) file. Binary only. Author: Chuck Forsberg, Amiga port by Rich Schaeffer FF51

**Digitized Sound:** Using the Audio.device to play digitized sounds in Modula-2. Author: Len A. White AC3

**Diglib** An Amiga device independent graphics library for fortran applications. This is an enhanced and debugged version of a public domain library, the development of which was sponsored by the US Government. This library is required for part of the Matlab package, also included on this disk. Includes source in FORTRAN. Author: Hal Brand, Craig Wuest, James Locker FF267

**dimensions** Programs to demonstrate three and four dimensional graphics. Not quite sure how else to describe them! Author: Anselm Hook FF14

**Dio** A module which makes it very easy to use EXEC devices, such as the 'serial.device'. It's generic and can be used with any EXEC device. It allows you to easily open libraries, get multiple IO channels for a device, read, write, do asynchronous operations, etc. Includes source. Author: Matt Dillon FF73

**DirMaster** A very nicely done shareware disk cataloger, submitted by the author for inclusion in the library. This is version 1.1, an update to the version released on disk 108. Lots of neat new features and enhancements. Binary only. Author: Greg Peters FF130, FF89, FF108, AM26

**DirUtil** An enhanced version of the dirutil from FF35. Dirutil is a program to wander around a directory tree and perform various operations on files. Author: Chris Nicotra, enhancements by Johan Widen FF49, FF40, FF35, AM11

**DirUtil2** Another variant of dirutil. Author: Chris Nicotra, enhancements by Ed Alford FF35

**Dis** An AmigaDOS shareable library which implements a symbolic single-instruction disassembler for the MC68000 family and a program which uses the library to disassemble/dump AmigaDOS object files, making full use of symbolic and relocation information. With source code in Draco. By Chris Gray FF240, FF160, FF128

**Dis6502** A ported 6502 disassembler with support added for C64 binary files. Includes source. Author: Robert Bond, Amiga port by Udi Finkelstein FF170

**Disassem** A simple 68000 disassembler. Reads standard Amiga object files and disassembles the code sections. Data sections are dumped in hex. The actual disassembler routines are set up to be callable from a user program so instructions in memory can be disassembled dynamically. Author: Bill Rogers, Univ. of WAIKATO (New Zealand) FF27, AM3

**DisEditor** This is a demo of the dissidents shareware text editor. Version 1.1, binary only. By Dissidents Software FF348

**DiskCat** catalogs disks, maintains, sorts, merges lists of disk files. AM15

**diskfont.txt** Warning of disk font loading bug. C program. AM4

**DiskFree** An small iconifiable intuition program that shows the amount of free space available on all mounted disk devices, both numerically and graphically. Version 1.0, shareware, binary only. Author: Dieter Kuntz FF324

**DiskHandler** A sample implementation of a file system that reads and writes 1.2 format diskettes. Includes source. Author: Software Distillery FF236

**diskio.c** Example of track read and write. C program. AM4

**Diskless Compiler:** Setting up a compiler environment that doesn't need floppies. Author: Chuck Raudonis AC3

**DiskLib** Two utilities for those people who like to split up PD disks into disks of different categories. Includes source. Author: Wilson Snyder FF154, AM19

**DiskMan** Another 'disk browser and/or dirutil' type program. Version 1.0, binary only. Author: Greg Cunningham FF82

**DiskMapper** Displays sector allocation of floppy disks. Author: Leo Schwab FF33

**Diskperf** A disk benchmark program which runs on both Unix and the Amiga. This is an update to FF48, with bug fixes and more reliable measurements of the faster read and write speeds available under the new Fast File System. By Rick Spanbauer, enhancements by Joanne Dow FF187, FF48

**DiskSalv** A disk recovery program for all Amiga file system devices that use either the Amiga Standard File System or the Amiga Fast File System. DiskSalv creates a new filesystem structure on another device, with as much data salvaged from the original device as possible. This is version 1.42, an update to the version released on disk 212. Binary only. Author: Dave Haynie FF251, FF212, FF177, FF164, FF20, AM8

**DiskSpeed** A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 3.1 with stress tests for CPU and DMA. Includes source in C. Author: Michael Sinz FF329, FF288, FF251





## FREELY REDISTRIBUTABLE SOFTWARE

**DiskTalk** A cute little program, like munchio on disk 137, which plays digitized sound samples when you insert or remove a floppy disk. Samples are saved as IFF sound files. Version 1.0, binary only. Author: Nico Francois FF302

**DiskWipe** Latest from Software Distillery, removes files from directories or disk drives, much faster than "delete." AM25

**DiskX** Nicely done Sector-based disk editor. Binary only Author: Steve Tibbett FF158, FF171

**DiskZap** Program to 'edit' a disk, sector by sector. Version 1.1. Author: Paris Bingham Jr. FF50

**Display** Graphics display program to display HAM images from a ray tracing program. Includes some really spectacular pictures Author: Dave Wecker FF39

**DispMod** One of the series of ROBBS (Rexx Object Building Block System) modules by Larry Phillips. DispMod is a display module that only understands ARexx messages. It allows, under program control, the display of text and the acceptance of keyboard data. V0.11, With source. By Larry Phillips FF326

**DisSecretary** This program can be used to file information in a 'file cabinet' type environment. It is well suited for jobs such as maintaining a disk catalog, or user group membership, etc. Included is a data file of the library catalog, disks 1 to 310. Version 'Wanda', binary only. By Dissidents Software FF348

**DissIDemos** Demo of Midi Sample Wrench, which provides some sample editing features for owners of musical samplers. Version 1.1, binary only. Author: Jeff Glatt FF307

**Dissolve** A program like ViewILBM, but the image slowly coalesces as pixels are added in random patterns. Inspired by an article in Nov 86 issue of Doctor Dobb's Journal by Mike Morton. Includes source. Author: Lee Robertson FF73, AM15

**Dk** A little display hack, inspired by Leo's gems. Written in Modula-2, includes source. Slightly newer than version on FF66. Author: Thomas Handel FF69, FF66, AM18

**DM-Maps** IFF maps to the Dungeon Master game. All 14 levels are included. Author: Unknown FF240

**Dmake** Release version 1.0 of Matt's version of the UNIX make utility. Update to beta version released on disk 179. Features multiple dependencies, wildcard support, and more. Binary only. Author: Matt Dillon FF246, FF179

**Dme** Version 1.38 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to FF169, includes source. Author: Matt Dillon FF284, FF168 & 169, FF153, FF134, FF113, FF93, FF87, FF74, FF59

**DmeMacros** A set of DME macros which utilize templates to turn DME into a language-sensitive editor for C, Pascal, Modula-2, and Fortran. Author: Jerry Mack FF146

**Dmouse** A versatile screen & mouse blander, auto window activator, mouse accelerator, popci, pop window to front, push window to back, etc, widget. Includes DLineArt, a screen blander replacement program for use with Dmouse. This is Dmouse version 1.20, an update to the version on disk 238 (also called version 1.20). Includes source. Author: Matt Dillon FF258, FF238, FF168 & 169, FF160, FF145, FF105

**DNet** A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines, where each end of the link can be either an Amiga or a Unix (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial device. Works on UNIX with tty and socket devices. Achieves better than 95% average throughput on file transfers. V2.10.13. Includes sources for both the Amiga and Unix versions. By Matt Dillon FF294, FF220, FF145

**DocSplit** A program to split the 1.3 autodoc files into individual subroutine files. One file is created for each subroutine, with the name created by appending .doc to the subroutine name. Version 1.0, includes source. Author: Joel Swank FF304

**Doctor\_A** This animation of Amiguy on the basketball court is Marvin's entry to the 1989 BADGE Killer Demo Contest. The animation source (for SculptAnimate-4D) is available from the author. Author: Marvin Landis FF268

**Dodge** Short Modula-2 program moves the Workbench screen around after a period of time, prevents monitor burn-in. AM25

**dogstar** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**DogsWorld** This animation is Charles' entry to the 1988 Badge Killer Demo Contest. by: Charles Voner FF212

**DoRevision** This program implements easy creation of source code revision headers (very similar to the log headers to be found at the top of the Amiga 'C' include files). Version 1.0, includes source. Author: Olaf Barthel FF325

**DOSDev** Example DOS device driver in Manx C. Version 1.10, includes source Author: Matt Dillon FF113

**DOSHelder** Windowing program to print help information about various DOS command. Version 1.60. Suggested \$10 donation. Author: John Youells FF40, AM14

**DOSKwik** A pair of programs which allow you to save files, or a group of files, to one or more floppies for quick loading (loading up a RAM disk for example). Does not store files in DOS format, which is why it is faster. Version 2.0, update to version on FF 103. Binary only, shareware. Author: Gary Kemper FF129, FF103

**DOSPlus1** First volume of CLI oriented tools for developers. Executables only Author: Bill Beogelein FF32

**DOSPlus2** Second volume of CLI oriented tools for developers. Executables only Author: Bill Beogelein FF32

**Dotil** Lists, in alphabetical order, all files on any two directories, showing file size, creation date/time, and amount of free disk space. Also copies, renames, or deletes files and/or directories, and moves files from one directory to another. Version 2.0, shareware, author suggests \$15 donation. by Dan Franki FF70

**Dots-Perfect** Printer driver for an Epson MX80 printer with the Dots-Perfect upgrade kit installed. Includes source. Author: Robbie Akins FF108

**dotty** Source to the 'dotty window' demo on the Workbench disk. Posted to usenet by Dale Luck. FF1, AM1, AM4

**Double Playfield:** Shows how to use dual playfields in AmigaBASIC. Author: Robert D'Asto AC2

**Dozer** An IFF picture of a bulldozer. AM7

**dpdecode** decrypts Deluxe Paint, demo. AM14

**DPFFT** An enhanced version of DPlot from disk 290. DPlot is a simple display program for experimental data, with the goals of supporting paging through lots of data and providing comfortable scaling and presentation. The enhancements for DPFFT include addition of a Fast Fourier Transform (FFT), display of a customized amplitude and phase spectrum, a prewhitening capability, and a Welch window for spectral smoothing. Version 2.1, binary only. By A. A. Walma FF324

**DPlot** A simple display program for experimental data, with the goals of supporting paging through lots of data and providing comfortable scaling and presentation. V2.0 Binary only. By A. A. Walma FF290

**DPS** Demo version of a program to take any IFF file and save it as a totally self-contained executable file, without the need for any IFF-viewers. V1.0, binary only. By Foster Hall FF184

**Dps** A program designed to work with the PrintScript program, a commercial PostScript interpreter for the Amiga, to provide a page previewer. V 1.1 with source. By: Allen Norskog FF209

**dpslide** A slide show program for displaying graphic images which are in the IFF format, such as output from the Electronic Arts Deluxe Paint program. Allows the user to select the display time for each slide and the method of bringing the slide up to the screen, and then removing it. Double buffers images to improve smoothness of display. Author: Paul Biondo FF11, AM3, AM6

**Draco** Update to Chris Gray's Draco distribution for the Amiga. Enhancements include support for floating point, register variables, more optimization, improved call/return standard, etc. V1.2 Requires documentation from FF77 to complete the distribution kit. Binary only. By Chris Gray FF201, FF76 & 77

**dragon** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**draw** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Drawmap** A program for drawing representations of the Earth's surface. Can generate flat maps, mercator maps, globe views and orbital views. This is version 2.0. Enhancements include dropshadows, user text entry and placement, improved event processing and better looking mouse pointers. Includes source. Author: Bryan Brown FF315, FF229

**DRESV1** Support (run time) library w/ lots of functions including a generic parser & IPC. FF168 & 169

**Drip** Drip is an arcade style game with 15 floors (levels). You must move along the pipes of each floor and rust them to advance to the next level. Every 3 floors completed will entitle you to a bonus round where extra drips can be won. An extra drip will also be awarded for every 10,000 points. Binary only. Author: Art Skiles FF347

**Driver** Demo device driver in source. Functions as a RAM disk for demonstration purposes. Author: Lee Erickson FF39

**DropCloth** DropCloth lets you place a pattern, a 2 bitplane IFF image or a combination of a pattern and image, into the Workbench backdrop. This is version 2.4. Shareware, binary only. Author: Eric Lavitsky FF201, FF128, FF59

**DropShadow** Dropshadow version 2, rev 0, for use with Bryce Nesbitt's Wavebench demo. Binary only. Author: Jim Mackraz FF112, FF87, FF74, FF59, AM18

**DSM** Dynamic Sound Machine Demo version with 'Save' disabled of a program that will take any IFF sound or raw data and save it as a totally self-contained, runnable program. By Foster Hall FF167

**DTC** A utility providing a simple calendar which can hold and show appointments. It may be useful in managing your time. Its chief goals were to provide day, week and month at a glance for any date between 1/1/0001 and 12/31/9999, defaulting to the current date. It is menu driven and fairly easy to use. With source in Fortran. By Mitch Wyle, Amiga port by Glenn Everhart FF335

**DTerm** Small, flexible, terminal program with intelligent data mapping, intelligent keyboard mapping, dynamic menus, intelligent command language, asynchronous IO, duplex control, and a state machine structure allowing you to build any automatic control structure you wish (from auto-redial, sequence dialing, to auto-logon). Version 1.10, binary only. Author: Matt Dillon FF73

**Du** Prints number of disc blocks used in selected files or directories. Modified to make output more readable, and handle ^C exit. Includes source. By: Joe Mueller, enhancements by Gary Duncan FF345

**DualDemo:** How to use dual playfields to make your own arcade games. Written in C. Author: Thomas Eshelman. AC7

**dualplay.c** Dual playfield example. C program. AM4

**DualPlayField** An example of using a dual-playfield screen, using a method contrary to documentation in the Intuition Manual Author: Jim Mackraz FF41

**DuM2** A version of the ever popular directory utility (dirutil) but this one is written in Modula 2 and includes source. Dirutil is a program to wander around a directory tree and perform various operations on files. Version 1.5. Author: Greg Browne FF75

**Dumppiff** A small utility that prints the hexdumps of 2 files, with all differences between these two files highlighted. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert FF253

**Durer** Draws pictures in the style of Durer. ABASIC program. AM1

**Dux5** Latest version of directory utility which is a descendant of the original dirutil program by Chris Nicotra. Includes source. Author: Enhancements and fixes by lots of people FF67

**DvorakKeymap** Example of a keymap structure for the Dvorak keyboard layout. Untested but included because assembly examples are few and far between. Author: Robert Burns @ Commodore-Amiga FF27

**DWIP** 'Daisy Wheel IFF Printer'. A graphics printing utility that allows the printing of IFF pictures on a daisy wheel printer. Includes source. Author: Ken Van Camp FF160

**DX-Synth** Voice filter program for Yamaha DX series synthesizers. Voices are transferred to and from the Amiga over MIDI. Update to 'VoiceFilter' released on FF38. Binary only. Author: Jack Deckard FF82

**DX-VoiceSorter** To be used with Jack Deckard's VoiceFilter program. (Disk 82). It allows for the sorting of a number of voicefiles stored using that program into a new voicefile of voices created from various files. With source. By David Bouckley FF149

**Dynamic Memory!** Flexible string gadget requester using dynamic memory allocation. Author: Randy Finch. AC8

**dynamictriangle** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. It is not certain which of the two early basics this program used. FF13

**Dynashow** A program and example image using a dynamic HiRes technique to display up to 4096 colors in high res with overscan. Dynamic HiRes uses a different 16 color palette on each scan line. Version 1.1, binary only. Author: NewTek FF285

**EAguy.pic** The guys at Electronic Arts. AM6

**Echo** Todor Fay's SoundScape module source code from his AC articles. The Lattice and Manx C source code is here, along with the executable modules. AM26

**Echo** A small replacement for the AmigaDOS echo that will do some special functions, such as clear the screen, delete to bottom of screen, scroll the screen, place the cursor at a particular location, and set the text style and/or color. Includes source. Author: Garry Glendown FF217, FF36



# FREELY REDISTRIBUTABLE SOFTWARE



**Echo** Echo is a replacement for the AmigaDOS or ARP echo command. This version provides easy color setting or positioning for all echo'd strings. Completely compatible with the AmigaDOS and ARP echo commands, all your old batch files should work correctly. Version 1.08c, includes source. By: George Kerber (based on echo by Garry Glendown) FF311

**echox** UNIX-style filename expansion, partial S, C program in C source code and executable. Documentation included. AM1

**ECPM** A CP/M emulator for the Amiga. Emulates an 8080 along with H19 terminal emulation. Update from version on FF109. Includes source. Author: Jim Cathey; Amiga port by Charlie Gibbs; Significant improvements by Willi Kusche FF157

**Ed** An editor based on the editor described in the original Software Tools book. It is very similar to the UNIX 'ed' editor, but not identical. Includes source. Author: Brian Beattie FF84

**EdCommands** Text guide to the ED editor. AM1

**Edimap** A keymap editor. Allows you to read in an existing keymap file, modify it to suit your needs, and save it as a ready-to-use keymap. V1.0, includes source. By Gilles Gimesh FF182

**EdLib** A library of additional functions for Manx. This is V1.1, an update to V1.0 from FF183. With source. By Edwin Hoogerbeets with C-functions from several different authors FF218

**EFJ** A fast action machine-code game (Escape From Jov) featuring hi-res scrolling, large playfield, disk based high score list, stereo sound, multiple levels, a cheat mode, realistic inertia and gravitational effects, an animated sprite, and more. Use a joystick in port 2 to control the ship. This is version III, an update to the version on disk 148. Includes source in assembly code. Author: Oliver Wagner FF259, FF148

**Egad** A gadget editor from the Programmers Network. Very nicely done and very useful. Author: John Draper, Ray Larson, Brent Southard, and Dave Milligan FF46

**Egraph** Egraph reads pairs of x and y values from a list of files and draws a formatted graph. Supports four unique curve fonts: solid curves, dashed curves, dotted curves, and long dashed curves. The maximum number of data points is unlimited. Has globs of options. Binary only. Author: Laurence Turner FF58, A

**EgyptianRun** Cute little 'road race + hazards' type game. Version 1.1, binary only, shareware, source available from author. Author: Chris Hames FF120

**EHB** Checks to see if you have extra-half-bright graphics. In C source code, executable program and documentation. AM21

**electric guitar** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Elements** Very nice interactive display of the the Periodic Table of Elements. Can display a large amount of pertinent data about a selected element along with a good deal of general and miscellaneous info. V1.3, update to FF253. It adds a non-integer mode and extend selection of two elements. Binary only, shareware. Author: Paul Thomas Miller FF297, FF253, FF175

**Elless** A faster directory lister, that also sorts entries and displays directories in the current cursor color (ala the Manx 'ls' program). Includes source. Author: Leo Schwab FF75

**ElGato** This animation is Kevin's entry to the Badge Killer Demo Contest. It also has a background music arrangement, that requires Sonix to use. Author: Kevin Sullivan FF125

**Elib** Example of building a shared library using small model Manx C. Includes source. Author: Jim Mackraz FF87

**Eliza** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13, AM18

**Emacs** An early version of the Amiga text editor, C program in C source code and executable. Documentation provided. AM2

**EmacsKey** Makes Emacs function key definitions by Greg Douglas. In C source code, and documentation. AM19

**Empire** A complete rewrite, from the ground up, in Draco, of Peter Langston's Empire game. Empire is a multiplayer game of exploration, economics, war, etc, which can last a couple of months. Can be played either on the local keyboard or remotely through a modem. This is version 1.33w and includes many changes and enhancements. Binary. By: Chris Gray, David Wright, Peter Langston FF329, FF118

**Emporos** You are living on the island of Emporos, where several countries exist. Your goal is to make one of these countries your own. There is only one way to do this, and you have to find it out. Binary only. Author: Roland Richter FF229

**Enough** A new CLI execute file command that tests for various system resources such as available memory or existence of specific files, directories, or devices. Author: Bruce Barrett @ Commodore-Amiga Player Animation player for Agis Animator. Received directly from Agis Development. FF29

**Entertainer** Plays "The Entertainer", a Scott Joplin song made famous by "The Sting". AmigaBASIC program. AM1

**EOMS** Experts Only Mercenary Simulator. A neat (and tough!) PD game that was originally developed for eventual commercial release but, for various reasons, the author decided to release as PD instead. So far my son has beat every other Amiga game I've got, both PD and commercial, but he gave up on this one. For serious game players. Binary only. Author: Daniel Cardenas FF78

**Epson** An improved Epson driver that eliminates streaking. AM9

**Epson LQ-800** Printer driver for the Epson LQ-800. AM9

**epsonset** Executable program that sends Epson settings to PAR from menu. Documentation included. AM12

**Error** Adds compile errors to a C file, C source code. AM3

**Esperanto** A keymap modification to use 1 which, in conjunction with the supplied slate.font, will allow one to type in Esperanto and Welsh, in any program that will use keymaps & fonts by: Glyn Gowing FF211

**csuom** A little screen hack that causes the mouse pointer to move in the opposite direction of the mouse. Includes source. Author: Rob Eisenhuth FF229

**Etale** Another 'more' or 'less' type file reader, which differs from the others in that it supports superscripts and subscripts at very low memory cost, and supports a complete Greek alphabet. Includes source. Author: William Hammond FF254

**Etime** Etime will display the elapsed time between events. This is useful in scripts to display the elapsed time between the beginning and ending. Many options including color and time displayed as hh:mm:ss or total seconds. Version 1.05c, includes source. Author: George Kerber FF311

**Eval** This package allows you to manipulate expressions. Currently its two main functions are evaluation and differentiation. It also does some basic simplifications (based on pattern matching) to make the result of a differentiation more presentable. Includes source. Author: David Gay FF192

**Evo** A human evolution toy/tutorial. Includes source. Author: Steve Bonner FF130

**Evolution** This program graphically simulates the evolution of a species of 'bugs', the insect kind. Bugs, represented by moving blobs, eat bacteria represented by single pixels. They mutate, compete for food, reproduce and pass their mutations to their offspring. Nice example of graphics and software simulation. Standalone image and source code. Author: Russel Yost FF239

**EW** Patch for Intuition OpenWindow() and CloseWindow(), creating a Mac-style frame whenever a window is opened or closed. Very short, with source in assembler. By O. Wagner FF286

**Examples** Assembly and C code examples, including some old favorites (like speechtoy and yacht3) downcoded to assembly language. Includes a replacement for the official audio device, an example of creating a subtask, a rewrite in assembly of R. J. Mical's file requester, an example of installing a custom input handler ahead of intuition, and more. Author: Jim Fiore & Jeff Glatt FF203

**Exception** Exception is a set of error handling routines that provide a programmer with the ability to easily handle often difficult to implement routines. Routines such as no more memory, file not open, read/write error....etc. V0.6, includes source. By Gerald T Hewes FF179

**exec.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**ExecDis** A disassembler comment generator program for the 1.2 Kickstart ROM exec library image. Generates a commented disassembly of the exec library. V1.0, binary only. By Markus Wandel FF188

**ExecLib** A working example of how to build and use user-defined disk-resident libraries. Of special interest to developers working with Lattice C. Author: Alex Livshits FF150

**Expose** Program which will automatically cause all screen drag bars and screen depth-arrangers to become exposed. Sends a message to windows which obscure the screen drag bars, asking them to move down a pixel, and also to become smaller if necessary. Includes source. Author: John Russell FF73

**Exp\_Demo** Demo version of Express Paint 1.1. This is the program that was used to create the huge scrolling demo picture in the AMUC\_Demo drawer on this same disk. Binary only. Author: Stephen Vermeulen FF117

**extdisk** Text, external disk specification. AM5

**ezspeak** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**ezterm** A basic sample program from Fred Fish's Grab Bag. It is not certain which of the two early basics this program used. FF13

**FAM** A File Access Manager for the Amiga that allows multiple ARExx programs to access a buffered version of a directory in a consistent and serialized manner. It buffers all the names, dates, sizes and so on, for quick access. Version 1.1 with source. By: Darren New FF325

**FarPrint** Debugging functions for programs which don't have any links to their environment. FarPrint consists of two major parts: a harbour process open to receive and distribute messages and requests, and a set of C functions to be linked into any program wishing to communicate with the FarPrint main process. This is version 1.5 and adds a shared library as well as linker libraries for both Lattice and Aztec C. Includes source. Author: Olaf Barthel FF235, FF281

**Fast Fractals:** A fast fractal program written in C with Assembly language subroutines. Author: Hugo M. H. Lyppens AC6

**Fast Pics:** Re-writing the pixel drawing routine in Assembly language for speed. Author: Scott Steinman AC6

**FastDisk** A disk optimizer providing two ways of optimizing. Originally written by Thorsten Stolpmann. This is version II, now featuring an Intuition interface, ARP support, bug hunting, and Lattice C compatibility, done by Oliver Wagner. Includes source in C. Author: Thorsten Stolpmann and Oliver Wagner FF286

**fasterfp** Explains use of fast-floating point math C program. AM1

**FastGro** A fractal program, simulating Diffusion-Limited Aggregation (DLA) as described in the December 1988 Scientific American in the Computer Recreations column. This program is about an order of magnitude faster than the 'SLO GRO' program described in Scientific American. V1.0, includes source. By Doug Houck FF188

**FastText** Blitter based fast text rendering routines written in assembly. Unique in the fact that they speed up rendering of non-proportional fonts of any height, and from 4-16 pixels in width. With source and test program. By Darren M. Greenwald FF170

**FBM** An Amiga port of the Fuzzy PixMap image manipulation library. This package allows manipulation and conversion of a variety of color and B&W image formats. Supported formats include Sun rasterfiles, GIF, IFF, PCX, PBM bitmaps, 'face' files, and FBM files. Also has input converters for raw images, like DigiView files, and output converters for PostScript and Diablo graphics. Besides doing format conversion, some of the other image manipulation operations supported include rectangular extraction, density and contrast changes, rotation, quantization, half-tone grayscale, edge sharpening, and histograms. V 0.9, binary. By Michael Mauldin; Amiga port by Kenn Barry FF334

**Fd** A modified version of Leo's 'elless' that processes an entire track at a time, to minimize rereading of blocks. Includes source. Author: Leo Schwab, enhancements by Stephen Vermeulen FF75

**Fedup** A random access, byte oriented file-editor that gives you the option of viewing and editing any file (binary or ASCII) using either ASCII or hexadecimal notation. Version 2.1, binary only. Author: Martin Lindemann FF230

**Fenster** A program which can operate on windows owned by another program, to close them, change their size, refresh gadgets, move the window to the background, etc. This is version 2.1, an update to version 2.0 on disk 298. Includes source. Author: Roger Fischlin FF305, FF298, FF245

**ff** A very fast text formatter, controlled exclusively by command line arguments. Author: Gary Perlman & hordes of students FF3

**FFP & IEEE:** An example of using FFP & IEEE math routines in Modula-2. Author: Steve Fawiszewski AC1

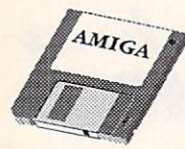
**FFT** Highly optimized Fast Fourier Transform tools for digital signal processing. The FFT can be used to compute the frequency spectrum of a complex signal. It is useful in a variety of different applications. Floating point and integer versions. Mixture of high level and assembly language code. Includes source (requires JForth). Author: Jerry Kallaus FF239

**File** A program that recognizes various types of files and prints what that type is. Recognizes font files, icon files, executable files, standard object files, compressed files, command scripts, C source, directories, iff files, LaTeX source, modula II source, arc files, shell commands and scripts, TeX source, dvi files, uuencoded files, yacc files, zoo archives, etc. Version 1.0, includes source. Author: Edwin Hoogerbeets FF231

**FileBootBlock** This simple little program reads blocks 0 and 1 of a bootable disk and saves them as a program file that can be run (heaven forbid) or disassembled by programs like DIS or DSM. Includes source in assembly code. by: John Veldhuis FF191

**FileIISG-Demo** A demo version of Softwood File IISg, a database manager with sound and graphics. Also includes a database of previously released disks in this library, courtesy of Stan Spence. Binary only. Author: Woody Williams and Donald Brady FF86





# FREELY REDISTRIBUTABLE SOFTWARE

**FileIO** A disk based shared library to make filename selection easy for load and save routines using an Intuition interface. Includes the ability to select multiple filenames. Contains updated files for version 1.6 of the dissidents requester library. There is a bug fix to the library as well as a new function. See FF257 for the complete documentation, and examples. By: Dissidents Software, R. J. Mical, Jeff Glatt and Jim Fiore. FF348, FF307, FF257

**FileIt** A simple database program, written in DRACO. It is meant to be portable, thus it does not use any of Intuition's facilities. Version 1.0, includes source. Author: John Davis FF230

**FileMaster** A file editor like NewZap or FedUp, which allows you to manipulate bytes of a file. You may also change the file size or execute a patch. V1.11, with source. By Roger Fischlin FF298

**Filenames** AmigaDOS filename wildcard conventions in a text file. AM1

**FileReq** This is Jonathan's second version of a file requester, and is much more powerful than the one included on disk 204. Shareware, with source. By Jonathan Potter FF242, FF204, FF85

**FileRequest** Assembly code example of a file requester. V2.0, an update to FF173, where it was called FileSelect. New features include 3 speed scrolling of filenames and ghosting of unavailable devices. Includes source. Author: Fabrice Lienhardt FF292, FF173

**FileRequester** A very nice file requester module for lattice C programs, along with a demo driver program. Author: Charlie Heath FF35

**FILES V1.2** Matt Dillon's disk catalog program. FF168 & 169

**FileSelect** A FileIO selector, written 100% in assembly. Version 1.0, includes source. Author: Fabrice Lienhardt FF173

**FileSystems** Displays AmigaDOS disk devices with information about the head geometry, BufMemType, and the lower level exec device. With source. By Eihan Dicks FF329

**FileTest** This routine is used to recursively descend the file system tree from a specified directory location, reading the files into memory (if they will fit) as it goes. Useful as a complete test of file system integrity. Includes source. By Stephen Vermeulen FF284

**FileWindow** A completely public domain file requester which may be used in any program, even commercial ones. It uses dynamically allocated memory to hold the file names so the only limitation is the amount of memory available. Includes a filter option to limit display of filenames to only ones with a specific extension. Names are automatically sorted while they are being read and displayed. V1.10, includes source. By: Anders Bjerin FF336

**filezap** An updated version of the file zap utility first released on FF10. Can be used to patch any type of file. Nice, and VERY useful. Author: John Hodgson FF14, FF10, AM16

**FileDisk** DiskSalv has been known to find some rather interesting things in the free blocks of some production disks from companies that should know better. This little hack makes sure you don't get caught in the same trap, by scribbling the disk's free blocks in a totally safe manner. Includes source (all 20 lines of it). Author: Fred Fish FF61

**Filebuster** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Find** Find is a utility which searches for files that satisfy a given boolean expression of attributes, starting from a root pathname and searching recursively down through the hierarchy of the file system. Very much like the Unix find program. V1.2, includes source. Update to FF134 Author: Rodney Lewis FF197, FF134

**FINDIT V1.00** Search for a filename (wildcard) FF168 & 169

**FineArt** This is a collection of works from some of the best of current Amiga artists. Many thanks to Jim Sachs, Sheryl Knowles, Jack Haeger, and Aegis Development for submissions. FF30

**FirstSilicon** A smart input line interpreter that provides a separate command window with full editing and recall of previous commands. Actual name is 'Silicon'. By: Pete Goodeve FF50

**Fish** A demo program which runs an AnimOb in a double buffered screen with sequence cycled animation. (Basically shows a fish 'swimming' across the top of the screen). Author: Catherine Wagner (posted by Barry Whitebook) FF15

**FiveLine** A board-playing game similar to Go-Moku, Ristinolla, etc. Fast-paced and quickly addictive! Includes source. Author: Njel Kjetikjn FF163

**Fix8010** A program which patches executables that fail to run on machines equipped with an M68010, so that they no longer use the prohibited privileged instructions. Binary only. Author: Gregor Brandt FF241

**FixDate** Fixes future dates on all files on a disk, C program in C source code and executable. AM1

**FixDisk** A program to recover as much as possible from a defective disk. It can sometimes recover damaged (unreadable) tracks, check file integrity, check the directory structure, undelete files, copy or show files, fix corrupted directory pointers, etc. Full intuition interface. V1.0, binary only. By: Werner Guenther FF223

**FixFd** A utility for Amiga assembly programmers. FixFd will read a '.FD' file and output a file that can be 'INCLUDE'd rather than having to link with the colossal 'Amiga.Lib'. V1.0, includes source in assembly. By: Peter Wyspianski FF183

**FixHunk** A program to modify executable files to allow them to run in external memory. It forces all DATA and BSS hunks in the file to be loaded into CHIP memory. CODE hunks will still load into FAST ram if available. New features include an interactive mode to select where each DATA or BSS hunk will load into memory, support for overlays, support for AC BASIC compiled programs, and support for new hunk types as used by 'blink'. V2.1, binary only. By: D.J. James FF197, FF36, AM17, AM16

**FixIcons** A program to scan through all files in a given volume or directory, looking for project icons and changing their default tools according to instructions given in a script file. Version 1.2, includes source. Author: Lars Clausen FF303

**FixObj** Strip extraneous garbage off the end of object files transferred with modem. Does not require pre-knowledge of actual file length, uses knowledge of Amiga file structure. Version 1.1 (update to copy on disk #10). Author: John Hodgson FF38, FF10, AM17, AM2

**FixWB** A program similar to 'DropCloth' (also on this disk), but not fully working yet. At least this one is provided in source, so you get your choice of a working one in binary or a nonworking one in source. Sigh. Author: Leo Schwab FF59

**FKEY** Includes template for making paper to sit in the tray at the top of the Amiga keyboard. AM15

**FlamKey** Installs a little key on the WorkBench screen title bar, and then waits in background until somebody clicks on the key. When activated, allows the keyboard and mouse inputs to be locked out until a password is entered. Shareware, binary only. Author: Alex Livshits FF105

**Flex** Flex is a replacement for the UNIX 'lex' (lexical analyzer generator) program that is faster than lex, and freely redistributable. With source. Authors: Jef Poskanzer, Vern Paxson, et al. Submissions by William Loftus and Scott Henry FF156

**FlightSim** A simple flight simulator AmigaBASIC program. AM9

**Flip** Seems like Leo's gems have inspired lots of people. This one is quite cute also. Written in assembler, includes source. Author: Mike Berro FF66

**Flipper** A small, fast, Othello program. Does not use any lookahead methods. Binary only. Author: Michael Sinz FF248

**flood.c** Flood fill example. C program. AM4

**Flow2Troff** A little utility to convert from New Horizons Software 'FLOW' files to UNIX 'troff' files, suitable for printing on any troff-compatible laser printer. Version 1.0, includes source and a sample 'FLOW' file. Author: Daniel Barrett FF162

**lute** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Fm** File mapper program. Uses track disk device to grab sectors and traverse the file system to find out what sectors a particular file occupies. Author: Leo Schwab FF36, AM15

**FMC** An alternative to the NoFastMem program. Uses a cute little switch gadget to turn fast memory on or off. Version 1.2, includes source in assembly code. Author: Roger Fischlin FF244

**FME** Patch to AllocMem() to allow badly designed programs which request fast mem without necessity to be run on 512k machines. Plus source in assembler. By: Holger Lubitz FF346

**Fme** Nicely done map editor for the Fire-Power (tm) game. Features interfaced hi-res with intuition interface. See the 'Readme.fnf' file for information on making a bootable disk. Includes source. Author: Gregory MacKay FF148

**FmsDisk** A file based trackdisk simulator, useful for creating a floppy-like partition on your hard disk (so you can diskcopy to a floppy) without actually having to create a special partition for it. Also useful for testing new filesystems and such. Supports up to 32 units, with either the old filesystem or the new fast filesystem. Includes source. Author: Matt Dillon FF294

**FunctKeys** Text file explains how to read function keys from AmigaBASIC. AM9

**FontEditor** Does what the name implies, edits fonts. Author: Tim Robinson Author's suggested shareware donation: \$5 FF30

**Fonts** Several miscellaneous new fonts for your enjoyment. Author: (Several) FF81

**foogol** Just what you've been waiting for, a foogol cross compiler for your Amiga that generates VAX assembly code. Now you can port all those Amiga foogol programs to your VAX! Seriously, foogol-IV is a tiny Algol like language and this is a compiler for it. Includes source. Author: Per Lindberg FF65

**Foreach** A simple but useful program that expands a wild card file specification and then invokes the specified command once per expanded filename, with the expanded filename as the command argument. Includes source. Author: Jonas Flygare FF138

**Form** File formatting program through the printer driver to select print styles. AM15

**Formulae** An implementation of basic propositional formulae manipulation routines in Scheme (Scheme is available on disk 149). Uses only essential procedures so it should run under any Scheme. Includes source in Scheme. Author: Gauthier Groult and Bertrand Lecun FF316

**Fortune** Fortune will randomly display a 'fortune' selected from the fortunes file (supplied). The 'fortunes' file is easily modified or added to by the user, using any text editor. Fortune provides color and speech by user option. Version 2.04c, includes source. Author: George Kerber FF311

**Fpic** Fpic is an image processing program, designed specifically to be used in conjunction with digitized (Digi-View) lo-res black & white IFF picture files. Provides several filters, including average, binary (threshold), clipblit, cross, Sobel, Roberts, pixelize, sharpen, and a user defined matrix. Also supports merging of two images, histogram, image compare, and remapping. Binary only. Author: Bob Bush FF71, AM20

**FracGen** A fractal generator program that generates fractal pictures from 'seeds' that you create. This is unlike any of the other 'fractal generators' I've seen. It can be used to load and display previously created fractal pictures, modify existing fractals, or create your own fractals. V1.23, binary only, update to FF142. By: Doug Houck FF188, FF142

**fractal** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Fractal** A fractal program which produces a random square fractal terrain. Author: John Olsen FF52

**Fractals** draws great fractal seascapes and mountainscapes. AM15

**Fractals Part I:** An introduction to the basics of fractals with examples in AmigaBASIC, True BASIC, and C. Author: Paul Castonguay AC2

**Fractals Part II:** Part II on fractals and graphics on the Amiga in AmigaBASIC and True BASIC. Author: Paul Castonguay AC4

**Fractals: Part III:** AmigaBASIC code that shows you how to save/load pictures to disk. Author: Paul Castonguay AC6

**Frag** Two CLI utilities that show disk and file fragmentation on AmigaDOS floppies. Includes source. By: David Gay FF278

**FragIt** A dynamic memory thrasher for the Amiga. FragIt randomly allocates and deallocates pseudo-random size values of memory, ranging from 16 bytes to 50000 bytes by default. The result is an allocation nightmare, thousands of memory fragments are being created and destroyed continuously. This puts stress on the memory allocation routines of an application undergoing testing by simulating a very busy, highly fragmented memory environment. This is version 2.0, featuring many bug fixes, a full intuition interface, configuration settings via the icon, and more. Includes source. Author: Justin V. McCormick FF243

**FragS** Reports the number of free blocks of size 2<sup>n</sup>-(n-1) to (2<sup>n</sup>)-1 for n up to 24 (blocks of max size 16Mb-1). Translation: Gives you some idea of how fragmented your free memory is. Includes source. Author: Mike Meyer FF69

**Free** A little command to put in your C directory that returns memory status and number of tasks currently served by EXEC. Includes source. Author: Joerg Anslisk FF159, FF66

**freedraw** A small 'paint' type program. Free drawing, boxes, filled boxes, etc. Author: Rick Ross FF1, AM1

**freemap** Creates a visual diagram of free memory. Comes with custom icon so can be run from workbench screen. Author: Robert J. Mical FF5, AM4

**FRex** A general purpose file requester, which was designed to be easy to use and fast, with a built-in ARexx port allowing you to use it from ARexx scripts or applications with ARexx ports. Version 1.0, binary only. Author: Jeffrey D. Wahaus FF308

**Friends** Cute little screen hack with command-line options to keep your mouse pointer company when you step away. Includes source. Author: Michael Warner FF161



# FREELY REDISTRIBUTABLE SOFTWARE



**fscape** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13, AM1

**FTOHEX** Part of DASM used to convert a DASM executable into an intel-hex formatted ascii file. FF168 & 169

**fullfunc.txt** List of #defines, macros, functions. C program. AM4

**FullReset** A program to get rid of all viruses, vector modifying programs, and residents, by forcing a specific reset. Binary only. Author: Jurgen Klein FF283

**FullView** A text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide), opens up to the full height of the Workbench screen, has fast scrolling, and can work with compressed files (file compression program included). Shareware, binary only, source available from author. V1.1, update to FF242. Author: Jonathan Potter FF287, FF242

**FullWindow** Resizes any CLI window using only CLI commands. Executable program and documentation. AM18

**FunBut** Lets a function key act like a rapid series of left mouse button events. AM26

**FuncKey** A shareware function key editor, submitted by the author for inclusion in the library. This is version 1.1, an update to the version on disk 89. Binary only (source available from author). Author: Anson Mah FF106, FF89

**Function Evaluator:** A program that accepts mathematical functions and evaluates them. Written in C. By Randy Finch AC6

**Funds** AmigaBASIC program to track the prices of mutual funds or stocks. Includes source. Author: Bill Strack FF74

**Furnish** For those of you who may have ever used the 'scale size cut and place' method of determining your next living-room arrangement, this Amiga-ized version may be just what you need. Binary only, shareware. Author: Terry Gintz FF175

**gad** 'Fun with Gadgets'. Demonstration program for use of gadgets. Author: John Draper (aka 'crunch') FF1

**Gadgets** Bryan Catley's AmigaBASIC tutorial. Source code and documentation. AM19

**Gadgets** Tutorial on gadgets from J. Draper. AM2

**gameport** Text, game port spec. AM5

**Garden** makes fractal gardenscapes. AM22

**Garfield** Garfield in LoRes FF72

**GaryIcons** A collection of more interesting and useful icons. Author: Gary Roseman FF190

**Gauge** Continuously displays memory usage in a vertical bar graph, similar to the workbench 'fuel gauge' type display for disk space. Binary only. Author: Peter da Silva FF111

**gbox** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**GDiskDrive** Text instructions to make your own 5 1/4 drive. AM8

**Gears** A program to calculate and display the gears of a multispeed bicycle. Works for bicycles with 3 to 21 gear combinations. Version 1.1, includes source. By Joel Swank FF304

**Gels in MultiForth-Part 3:** The third and final part on using Gels in Forth. Author: John Bushakra AC5

**Gels in MultiForth Parts I & II:** Learn how to use Gels in MultiForth. Author: John Bushakra AC1

**geltools.c** Tools for VSprites and BOBs. C program. AM4

**Gemini Star-10** Printer driver for the Gemini Star-10. AM9

**Gen** Program indexes and retrieves C structures and variables declared in the Amiga include file system. AM16

**GeoTime** A couple of interesting 'clock' type programs based on the 'Geochron'. Observe the earth's shadow scroll across a map or globe in real-time, based on the system clock. V1.0, binary only, shareware. By Mike Smithwick FF180

**GetDisks** Sample program to find all available disk device names and return them as a simple exec list. The list is made of named nodes, with the name being the device name. By Phillip Lindsay FF56

**GetFile** A very nice filename requester with source code. By Charlie Heath FF41

**GetImage** An enhanced version of 'gi' from disk 14. It now looks for the GRAB marker, in the brush file, instead of assuming that it is at a specific place, sets up the PlanePick value in the Image structure, and deletes any unused bitplanes to save memory and disk space. Includes source. Author: Mike Farren, enhancements by Chuck Brand FF345

**Gesprite** A simple little program to convert Dpaint brushes into C-source. Binary only. Author: Michael Warner FF161

**GetVolume** Sample program to get the volume name of the volume that a given file resides on. Works on any device, even the RAM: device. Author: Chuck McManis FF56

**gfxmem** An updated version of the graphical memory display program first released on FF1. Watch your machine's memory usage change dynamically under use! Author: Louis Mamakos FF14, FF1, AM4, AM1

**gi** Converts DPaint brush files to C source files 'necessary to create an Image structure, including height, width, depth, and color information, as well as the array of data which represents the bit planes of the image'. Author: Mike Farren FF14

**Glat's Gadgets:** Using gadgets in Assembly language. Author: Geff Glat AC6

**Glib** A text screen oriented librarian and editor for synths. Supports the T8S1Z, DX100, DEP5, DW8000, and K-5. Includes source. By Tim Thompson, Steve Falco, and Alan Bland FF228

**GlobeDemo** A graphics demo which displays very smooth transitions of the rotating earth. Features a pop-up menu. Includes source. Author: Bob Corwin FF151

**GMC** A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Version 4.0, binary only. Author: Gotz Muller FF291

**GnuGrep** The grep program from the GNU project. Replaces grepgrep, egrep, and bmgrep. Currently does not expand Amiga style wildcards, so if you wish to scan multiple files you will need to use it with a shell that does this for you. This is version 1.5. Includes source. Author: Many (see README file) FF295, FF204

**Go64** Another screen hack aimed at an earlier Commodore product (Not to be confused with the commercial product Go-64! from Software Insight Systems). With source. By Joerg Ansluk FF156

**Gomf** Gomf stands for 'Get Outta My Face', a phrase many a programmer has mumbled when a Guru alert appears unexpectedly. This interesting little program can generally make the Guru go away and allow you to clean up and shutdown more cleanly. Version 1.0, binary only. Author: Christian Johnsen FF95

**gomoku** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13, AM3

**gothic** Gothic banner printer. Prints DOWN the page, rather than across, so arbitrarily long banners can be created. Send EOF (CTRL-\) to end input. From a Decus C distribution several years ago. FF3

**GoWB** Very small (296 bytes) and effective replacement for the well known 'LoadWB' and 'EndCLI' command pair. This release fixes a severe bug in the first version which used to guru if run out of a script. With source in C. By Oliver Wagner FF346

**GPrint** A black & white graphics print utility for Epson compatible printers. Command-line options allow several different print qualities and densities. Includes a couple of sample IFF files for printing. V2.03, binary only, shareware. By Peter Cherna FF180

**Grammars** A program of lexical grammar files for Ada, C and Pascal for use in conjunction with the flex program on this disk and the bison program on FF 155 By various authors, submitted by William Loftus FF156

**Graph** Function graphing programs. AmigaBASIC Program. AM3

**Graph** A program that draws mathematical functions on a plane. Text and axes may be added, and the result saved to disk or printed. Uses a full intuition interface with multiple windows (one per graph), requesters, etc. V1.0, with source. By David Gay FF280

**graphics.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**Graphit** A program to plot most simple functions in 2 or 3 dimensions, as well as 2d parametric equations in term of t. Includes source. Author: Flynn Fishman FF97

**gravity** Sci Amer Jan 86 gravitation graphic simulation. In C source code and executable. Documentation included. AM13

**Gravity-Well** A celestial motion simulator that simulates the motion of up to twenty bodies in a Newtonian universe. The view of the simulation may be scaled, rotated in three dimensions or repositioned. Includes source. Author: Gary Teachout FF250

**GravityWars** The object of this game is for one player to hit the other player's ship with a missile, before being hit yourself. The ships and planets don't move, but aiming the missile in the presence of gravity fields and black holes makes hitting your target difficult. Version 2.0, shareware, binary only. This is an update to the version on FF84. Author: Ed Bartz FF105, FF84, FF70

**GravSim** A program to animate up to 6 planetary masses, all of which exert a mutual gravitational force on each other. The planetary masses can be placed anywhere on the screen, and their mass and initial velocity can be determined by the user. The

program then steps the animation through time, plotting and displaying the new position in the trajectory of each mass. V1.50, includes source. Author: Richard Frost FF223

**grep** Decus grep (Get Regular Expression and Print). Useful for finding strings in files. Author: Unknown FF4, AM1

**Grids** Draw sound waveforms, and hear them played. AM15

**Guardian** Another virus diagnosing and vaccination program. Recognizes any non-standard bootblock. Includes a small utility program to permanently place the program on a copy of your kickstart disk in place of the seldom (if ever) used DebugO function. Binary only. Author: Leonardo Fei FF154, AM25

**Guru** Handy 'guru' number interpreter (well, handy after reboot anyway). Tells you what '81000009' means, for example. CLI usage only. Standalone image with readme file. Source code included. Author: Mike Haas FF239, AM25

**Guru** Guru fantasy in LoRes FF72

**GuruMed** Text file explains the Guru numbers. This is an older file. AM8

**GurusGuide** The source files for all examples published in the 'Guru's Guide, Meditation #1: Interrupts' by Carl Sassenrath, the architect of the Amiga's low-level multitasking operating system and designer of Exec. Author: Carl Sassenrath FF203

**Gwin** This is version 1.0 of GWIN. GWIN or Graphics WINDOW is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C environment. One-line calls give you a custom screen (ten types available), menu items, requesters, text, circles, polygons, etc. GWIN is a two-dimensional floating point graphics system with conversion between world and screen coordinates. GWIN includes built-in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory. Examples include line/bar graph program, geographic mapping program, SPICE 2G.6 graphics post-processor, and others. Extensive documentation is included. By Howard C. Anderson. FF322

**H2J** Converts 'C' style '.h' include files to JForth style '.j' files. Useful when developing interfaces to new Amiga libraries like ARP, etc. Standalone image and source code. By Phil Burk FF239

**Hack** This disk contains a port of the popular UNIX game 'Hack', done by John Toebes and the crew at the Software Distillery. This is version 1.0.3D. I have copied all the files to a freshly formatted disk, to create the master distribution disk, using a command of the form 'copy d0: to d1: all'. This insures that disk fragmentation is kept to a minimum, but also has the unfortunate side-effect that all the file dates are changed. Note that this disk must be named 'Hack\_Game'. I have elected to keep that name, rather than using the usual 'AmigaLibDiskXXX' convention for disks in my library, to avoid requiring users to rename the disk before using it. Released April 11, 1987 FF62, FF25, FF7

**Hack** the source to 'Hack', a popular UNIX game ported to the AMIGA by John Toebes. FF8

**HackBench** HackBench provides the source for a WorkBench-like program, for experimentation and validation of new interface ideas. It is not intended to be an actual WorkBench replacement. Author: Bill Kinnersley FF96

**HackerSin** Text file explains how to win the game 'hacker'. AM9

**HackLite** This is the latest version the Amiga port of Hack, with lots of Amiga specific enhancements and neat graphics. Now includes an easy to use installation program. This is HackLite V1.0.0, binary only. By Software Distillery FF187

**HagenDemos** Joel Hagen's Badge Killer Demo contest entries, 'RGB' and 'Focus'. RGB was the overall winner of the contest. It requires one meg Amiga. Binary only. By: Joel Hagen FF112

**haiku** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**hal9000m** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13, AM1

**halfbrite** Sample program that demonstrates 'Extra-Half-Brite' mode on latter AMIGA's with new VLSI chip. Allows 64 colors in low-res mode, rather than 32. Posted to usenet by Robert Parisseau. FF1, AM1

**halley** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**HAMCu** Installs a custom copper list for the current active view (usually workbench) that contains all the colours from 0x000 to 0xffff. A neat effect and an easy way to show off the color capabilities of the Amiga. With source by Jonathan Potter FF204





## FREELY REDISTRIBUTABLE SOFTWARE

**Hames** Some miscellaneous programs from Chris Hames. DirWork V1.01 is a fast, small, simple efficient DirUtility. FSDirs V1.3 is a floppy accelerator program. VMK V27 is a small virus detector/killer that knows about 27 different viruses and can detect new ones. NoInfo V1.0 stops programs from producing '.info' files. Binaries only. Author: Chris Hames FF328

**HAMmmmm** This is Phil's entry for the Badge Killer Demo Contest. HAMmmmm displays lines whose end points are bouncing around the screen, which is a double buffered HAM screen. The Y positions of the points are continuously copied into an audio wave form that is played on all four channels, and the pitch of a just intoned chord is derived from the average X position of these points. Includes source in JForth. Author: Phil Burk FF118

**HAMmmmm2** Graphics hack that displays moving lines in a HAM screen for a hypnotic effect. Uses sound tools from HMSL, if available, for a drone sound that corresponds to the graphics image. Standalone image and source code. By: Phil Burk FF239

**Hampics** These are some of the most stunning digitized pictures yet for the Amiga. They were scanned at a resolution of 4096 by 2800 pixels, 36-bits per pixel, on an Eikonix 1435 slide scanner, cropped, gamma corrected, scaled, and converted to Amiga IFF HAM files. They are displayed with a special ILM loader that handles overscan HAM images. Includes source for the display program. Author: Jonathan Hue FF196

**HAMPoly** A polygon drawing demo which uses HAM mode to produce polygons of any of the possible 4096 colors. Author: John Olsen FF52

**hand.** A program is also included for restoring the correct checksum of the Kickstart disk. AM25

**Handler** An example that implements an AmigaDOS Handler (device) in non-BCPL format. Author: Phillip Lindsay FF38

**Handshake** A full featured VT52/VT100/VT102/VT220 terminal emulator. The author has taken great pains to support the full VT102 spec. Now supports ANSI colors, screen capture and more. V2.12a, binary only, shareware. By: Eric Haberfeller FF172, FF60

**HandyIcons** Adds a menustrip to the Workbench window that allows you to run selected Workbench Tools by menu selection. Can be set up to provide custom environments. Current version supports only Workbench Tools and not Projects. Binary. by: Alan Rubright FF148

**Hangman** A simple hangman program similar to one seen on some UNIX machines. Currently runs only from CLI. Includes source in C. Author: Gary Brant FF299

**Hanoi** Classical demo program for recursion. Solves the towers of hanoi problem in a workbench window of its own. Author: Ali Ozer FF54

**HardCopy** A neat little program that creates a hardcopy transcript of any CLI session (like the UNIX 'script' program). Includes source. Author: Davide Cervone FF75

**harp arpeggio** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Hash** Small example program that computes the AmigaDOS directory hash function. By Neil Katin at Commodore-Amiga FF20

**hauntedm** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Hawk** A stereo image of a hawk. Requires red/green stereo glasses to view. No documentation, author unknown. FF206

**HBHill** This animation is one of Kevin's entries to the Badge Killer Demo Contest. It is the first known animation that makes use of the Amiga's 'Extra Half Brite' mode. Author: Kevin Sullivan FF126

**Hd** Hex dump utility using some ideas from Mike Higgin's article in Computer Language magazine, Apr 86. Formats the dump based on the natural byte ordering of the machine on which it runs. Author: David Elins at NEC Information Systems FF20

**HdDriver** A complete driver for a WD-1002-05 hard disk controller card. This card can handle 3 hard disks and 4 floppies, but the driver currently only handles one hard disk. Includes source. Author: Alan Kent FF98

**HeadClean** This program, combined with a fibre cleaning disk, can be used to clean the heads on your disk drives. Source code examples of accessing the Trackdisk device, and using gadgets are included. Standalone image with source code. Shareware. Version 2.0. Author: Phil Burk FF239

**Heart3D** A program to find left ventricle outlines in the output of an Imatron CT scanner, and display wireframe animations of the beating heart. Includes several sample CT scan outputs. Binary only. Author: Jonathan Harman FF236

**Hed** A handy little editor that is more user-friendly than 'Ed', yet doesn't require the memorization of complicated keystrokes of some of the larger, more powerful, editors. Binary only. Author: Hal Carter FF164

**HeliosMouse** Another 'sunmouse' type program. Automatically activates a window simply by moving the mouse pointer into the window. V1.1. Includes source. Author: Davide Cervone FF111

**HeliosMouse** Another 'sunmouse' type program. Automatically activates a window simply by moving the mouse pointer into the window. Version 1.0, includes source. By: Davide Cervone FF94

**hello** Demonstrates creation of a simple window, 'hello world'. Posted to usenet by Eric Lavitsky. FF1, AM3, AM4

**Helper** A little InputEvent hack, activated via the HELP key. Originally meant to provide a unique method of giving the user help (you don't have to put that help stuff into your own program). Now also contains a color requester and a small notepad. Version 1.01, with source. By: Michael Balzer FF332

**HexCalc** Nice little hex/oct/dec/bin calculator and converter. Binary only. Author: Scott Ross FF67

**HexDump** Modula-2 program to display memory locations in hexadecimal. AM26

**hidden** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13, AM1

**Hide** A small utility to allow you to run old or ill-written applications on systems with expansion RAM. When hide is running, all memory allocations take place in chip memory. Somehow, something like this missed making it onto my earlier disks. Binary only. Author: Francois Rouaix FF85

**High Octane Colors:** Use dithering in AmigaBASIC to get the appearance of many more colors. Author: Robert D'Asto AC5

**hilbert** An AmigaBASIC that draws Hilbert curves. AM11

**horse whinny** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Horse&Buggy** Hanson cab in an IFF picture. AM7

**Horses.pic** Horses in an IFF picture. AM6

**Household** Bryan Catley's AmigaBASIC household inventory program. In C source code and documentation. AM19

**Hp** A nice RPN calculator program that supports calculations with binary, octal, decimal, hex, float, and complex numbers. Other features include 32 registers for storing data and transcendental functions. Version 1.0, includes source. By: Steve Bonner FF130

**HP-10c** Program that mimics an HP-10c (Hewlett Packard calculator), in TDIModel2. By: Duncan Prindle FF38, AM18

**HP11** Emulates an HP11C calculator including the program mode. Features an ON/OFF button that turns the calculator into an icon that will sit and wait until you need it again. This is version 1.1, an update to FF153, and includes a few bug fixes and minor changes. Binary only. By: David Gay FF274, FF153

**HPMam** A program to manipulate settings and fonts on HP LaserJet+ printers and compatibles. Includes an Intuition interface and some sample picture files. Version 1.0, binary only, shareware. Author: Steve Robb FF153

**HR136** An IFF file containing a chart showing every possible mixture of the sixteen basic palette colors. Also included are optimized and monochrome palettes along with several tips and techniques for using them with various paint programs. By: Dick Bourne FF182

**HuePalette** An AmigaBASIC program which explains Hue, Saturation, & Intensity. AM9

**HunkPad** HunkPad pads an object file out to where it is exactly a multiple of 128 bytes, thus making it immune to having garbage appended on to the end of it by xmodem type file transfer protocols. Version 2, includes source. By: J. Hamilton FF92, FF84

**HyperBase** Nice little shareware database management system. Version 1.6, binary only, source available from authors. Author: Michael MacKenzie, Marc Mengel, and Craig Norborg FF131, FF58

**HyperNet** A small hypertext shell program for Amiga, presented with sources and brief documents. It was also submitted by Glenn Everhart, the author. HyperNet allows a 'master' AmigaDOS process to control a series of connected processes, where the connections are randomly ordered directed graphs. Permissible 'child' processes available at any stage are governed by the links of the graph. The implementation is mainly instructive, yet usable for tutorials or demonstrations and illustrates the simplicity of hypertext concepts on a multi-tasking system. FF176

**Hypno** A 'bouncing polygons' type program like Mackie, LineArt, and Bezier. Includes source in C. Author: Markus Schmidt FF297

**Hypocycloids** An electronic Spirograph inspired by an article in Feb '84 Byte. Author: Terry Gintz FF27

**IBM2Amiga** Fast parallel cable transfers between an IBM and an Amiga C program. AM1

**IceFrac** A fractal generator using the Diffusion Limited Aggregation algorithm, as described in the book The Beauty of Fractal Images. This is version 2.1 and includes source. Author: Lars Clausen FF303

**Icon** A high-level programming language with extensive facilities for processing strings and lists. Icon has several novel features, including expressions that may produce sequences of results, goal-directed evaluation that automatically searches for a successful result, and string scanning that allows operations on strings to be formulated at a high conceptual level. Icon resembles SNOBOL4 in its emphasis on high-level string processing and a design philosophy that allows ease of programming and short, concise programs. This is version 7.5 of the public domain implementation of Icon from the University of Arizona. Binary only. Author: Ralph Griswold, Clinton Jeffery, et. al. FF277, FF81

**icon.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**Icon2C** Reads an icon file and writes out a fragment of C code with the icon data structures, for inclusion in a larger program. Author: Carolyn Scheppner FF56

**IconAssembler** This program loads existing Workbench icon files and allows you to change either the primary or alternate images to another image loaded from an IFF-brush file. Binary only. Author: Stefan Lindahl FF101

**IconExec** These two tools allow execution of a program from a SetWindow icon without having to recompile the program. Author: John Toebes VIII FF12, AM8

**Iconify** A subroutine that creates an icon on the Amiga screen that can be subsequently dragged around, and double-clicked on. You can use this to have your programs 'iconify' themselves to temporarily get out of the user's way. Includes source and demo program. Author: Leo Schwab FF126

**IconImage** Program to replace an old icon image with a new image, without affecting icon type, drawer data, etc. Includes source. Author: Denis Green FF120

**Iconize** Reduces the size of IFF images, companion program, Recolor, remaps the palette colors of one picture to use the palette colors of another. Using these programs and a tool to convert IFF brushes to Workbench icons, make icons look like miniatures of the pictures. AM24

**iconizer** A utility program that saves your current mouse pointer to a small icon. You can restore the pointer just by double-clicking on its icon. Allows for building a whole library of pointers and to use them whenever you want. Binary only. By: Alex Livshits FF150

**IconJ** IconJ significantly enhances the IconX program, and is 100% compatible. It allows scripts to be executed by double-clicking the script's icon. Abilities include joining the script with the icon file itself, or calling it from any directory or disk, executing either AmigaDOS or AREXX scripts, outputting to any file or device, running interactive scripts and scripts that contain conditionals, and creating relative console windows. Includes a utility called Ataj which attaches or detaches a script to/from an icon file. Version 1.0, includes source in JForth. By: Rich Franzen FF321

**Iconmaker** makes icons for most programs. AM15

**Iconmerger** Intuition-based program to take any two brush files and merge them into an alternate-image type icon. V2.0, binary only. By: Terry Gintz FF182

**IconMk** Iconmaker builds icons for files that were created without them. Version 1.2a, binary only. Author: Eric Levy FF71

**Icons** Almost 300 icons in eight (8) colors. Uses a special program to get an eight color workbench to display these icons, which were made with DPaintII and IconGen. Most icons are miniatures of the main screen of their corresponding programs, or the picture they show, made with 'iconize' and 'recolor' from FF85. by: Wolf-Peter Dehnich FF213, FF151, FF124, FF82, FF71, FF67, FF44

**Icons** A large variety of icons for many uses, of practically every description. Most are animated. By: Bradley W. Schenck FF350

**IconTools** Here are some tools for icon tricks. Note that these tools are really hacks because they exploit some areas of the .info files that the current version of Workbench does not clear or reset upon loading the icon. There are three programs here which allow Workbench drawer windows to appear in non-standard colors and allow you to move the position of the file name text to anywhere in the icon's graphic. Released to the public in the hope that 1.4 will allow more flexible user customization of the Workbench appearance. Includes source. Author: Stephen Vermeulen FF284

**IconType** Change the type of an icon after editing with IconEd. Types are Disk, Drawer, Tool, Project, Garbage, and Device. Includes source. Author: Larry Phillips FF69



# FREELY REDISTRIBUTABLE SOFTWARE



**ID-Handler** An AmigaDOS device handler, that generates unique identifiers. Generates a new unique 16 digit decimal number each time it is opened by an application. Version 1.0, includes source. Author: Ed Puckett FF87

**IE** This is an icon editor which can create and modify icons up to 640x200 pixels in size (also dual render). It can set stack size, position of icon (also free-floating), default tool, 10 tool types and control over opened window. It can also generate the C source code behind the icon for program inclusion. Version 1.0, binary only, source available from author. Author: Peter Kiem FF342

**IFF** Routines to read and write IFF format files. Includes program to display IFF files made by DPaint. Also see the DPaint program on disk 11. By Jerry Morrison, Steve Shaw, and Steve Hayes FF10

**IFF** A program which converts sampled sound files from the Instruments dealer demo disk to IFF sampled sound files in a FORM 8SVX format. Bobby Deen FF43

**IFF pictures** parodies of the covers of Amiga World and Amazing Computing magazines. AM16

**IFF specs** This disk contains a number of files describing the IFF specification. These are not the latest and greatest files, but remain here for historical purposes. They include text files and C source examples. The latest IFF spec is elsewhere in this library. AM15

**IFF2C** Another IFF ILBM to C converter. Two unique features are the ability to generate comments representing the actual image, and the planepick computation. V 0.30 with source. Author: Gauthier Groult and Jean Michel Forgeas FF316

**IFF2Ex** A program to convert IFF pictures to an executable. It can handle NTSC/PAL, interlace and overscan. Version 1.0, binary only. Author: Pieter van Leuven FF331

**IFF2Pcs** An interactive puzzle program that takes any IFF file containing up to 16 colors, and breaks it up into squares to make a puzzle which the user can then piece back together again. Version 1.1 includes source. Author: Ali Ozer FF136, FF122

**IFF2Ps** A program to convert any IFF file to postscript for printing or viewing on a postscript compatible device Version 1.2, binary only. Author: William Mason and Sam Paolucci FF94

**IFF2Sun** A small utility for those of you who may have access to a Sun workstation. Takes an Amiga IFF file and converts it to a Sun rasterfile format. Update to FF174, with better parsing, support for HAM mode, and some bug fixes. Source only, as the program needs to be re-compiled and run from a Sun. Authors: Steve Berry, Mark Thompson FF223, FF174

**IFFar** Maintains archives of Interchange File Format (IFF) FORM, AT and LIST files in a manner that complies with the IFF CAT specification. Version 1.2, with source. By Karl Lehenbauer FF162

**IFFBrush2BOB** by Mike Swinger. AM14

**IFFDump** Two programs for manipulating IFF files. IFFENCODER grabs an active screen and writes it to a file in IFF format. IFFDUMP decodes information in arbitrary IFF files and prints it in a human readable form. Author: Matt Dillon FF38

**IFFlib** A ready-to-use library to perform various manipulations on IFF files. Includes a sample IFF viewer and a utility to save the front screen as an IFF file. This is version 1.6.1, an update to version 1.5.3 on disk 173, and includes a couple of bug fixes and some new features. Binary only. Author: Christian A. Weber FF301, FF173

**IFFM2** Demo version of an IFF support module for Interface Technologies M2Amiga Modula-2 system. Includes a version of ViewILBM (with source) that uses the IFF support routines. V1.0.0D, binary only. Author: Gregory Epley FF221

**IFFtoSUN** This program takes a standard IFF format image and translates it into a SUN rasterfile format, like the IFF2Sun program also on this disk. However, this one runs on the Amiga. V1.31, includes source. Author: Richard Frost FF223

**IFS** An Iterated Function System viewer which graphically displays iterated function systems and allows the user to interactively create the affine functions that define such systems. An IFS can represent complex pictures very compactly. Simple IFSs can describe an infinite number of different and interesting fractal displays. Includes a number of displays that the author and others have discovered. Version 1.5, includes source in C. Author: Glen Fullmer FF321

**ILBM2C** Very useful utility for C-programmers. Reads in a standard IFF ILBM file and outputs a file to be included in your program. Source plus a sample program. By Tim Kemp FF173

**ILBMLib** Contains updated files for the dissidents libm.library on FF237, with new lib features and a new library. Also included is a much improved (better organized) doc file, and new C examples that show how to use the library for any kind of IFF file. See FF237 for other examples. Author: Dissidents Software, Jeff Glatt. FF348, FF237

**Image-Ed** An icon editor that allows you to draw and edit images up to 150 by 90, in up to 16 colors. Allows freehand drawing, empty or filled rectangles, ellipses, and triangles, lines curves, and polygons, copy, flip about x or y axis, stretching and condensing, flood fill and complement, text with selection and loading of font style, undo, magnified and normal sized images, and two active drawing screens at once. V2.2. Binary only, source available from author. By Jonathan Potter FF242, FF211, FF204, AM4

**ImageLab** A program which performs image processing on IFF pictures. Includes standard image processing functions such as convolution, averaging, smoothing, enhancement, histograms, FFTs, etc. Also includes file conversion functions, a clipboard, and other useful functions. V 2.2, binary. By Gary Milliom FF243

**images** Miscellaneous DPaint and digitized pictures, in IFF format. Some are rated R. FF12

**ImageTools** A set of shareware tools, submitted by the author, to do various manipulations on IFF images, including comparison of the color palettes of a pair of IFF images, filtering an IFF image in various ways, producing a color usage frequency chart for an IFF image, reducing the size of an IFF image to produce a miniature to use as an icon, converting an icon to an IFF image, and recoloring an IFF image using the palette of a second image, in a least squared error fashion. Shareware, binary only. Author: Stephen Vermeulen FF85

**IMandelvroom** A slightly modified version of Kevin Clague's mandelbrot program (on FF78) that uses his 'ring detector' to draw an approximation of the interior strange attractor contours. Binary only (with patches for original source). Author: Kevin Clague, enhancements by Howard Hull FF90

**ImLate** The White rabbit in HIRES color FF72

**Improving Graphics:** Improve the way your program looks no matter what screen it opens on. In C. Author: Richard Martin AC5

**Incr** Incr will easily allow the user to keep a total count of any event run from a batch file. Incr will take a number from a file, increment it by one and display the result. The new count is written back to the file. Version 1.04b, includes source. Author: George Kerber FF311

**IncrRev** A handy little program that will automatically increment the revision number of a program every time it is recompiled. Binary only. Author: Bryan Ford FF161

**Indent** This is version 1.1 of GNU Indent, a C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Includes source. Authors: Developed by the University of California, Berkeley, the University of Illinois, Urbana, and Sun Microsystems, Inc. GNU version by Jim Kingdon, Amiga port by Dan Riley. FF262

**Info** Replacement for the AmigaDOS info command. Includes source. Author: Chuck McManis FF79

**Ing** The next step in the 'boing wars'. Turns a nice screenful of little windows into a screen of lots of bouncing little windows. Cute! Author: Leo 'Bols Ewhac' Schwab FF54

**input.dev** In combination with handler.interface.asm (supplied), lets a user trap keyboard or mouse events before they get to Intuition and if desired, install new (phony/ generated /other-devices-mouse-simulations) into the input stream. Handler.interface.asm is needed to convert the calling sequence performed by the input.task for the input stream management into something that a C program can understand. By Rob Peck 12/1/85 FF5, AM4

**inputdev.txt** Preliminary copy of the input device chapter. C program. AM4

**Inputhandler** Example of making an input handler. AM16

**Insta Sound:** Tapping the Amiga's sound from AmigaBASIC using the Wave command. Author: Greg Stringfellow AC3

**Install Drivers** A document describing the installation process for printer drivers. AM9

**InstallLibs** A program to copy files to the LIBS: dir of a boot disk. Can be used to create a handy installation program (hard disks especially) for programs that need disk-based libraries. Includes source. By: Dissidents Software FF348

**InstallTwo** Possible replacement versions of the standard install program (to make a disk bootable). Includes source. Author: Bryce Nesbitt and Scott Turner FF87

**IntallBeep** This program replaces the DisplayBeep function so that an IFF 8SVX sound is played instead of the screen flashing. The PlayBeep function runs as a task in the background and runs asynchronously so the length of the sound does not slow anything down. Includes a couple of sample sound files. Version 1.1, binary only. Author: Tim Friest and Don Withey FF217

**Instruments** A collection of 25 instruments (from Cannon to Marimba) for playing and creating music. AM23

**IntuiDOS** IntuiDOS is a program to give improved control over, and handling of, the material on all diskettes in the 'CLI-area' by employing a multi-disk, scrollable directory and using Intuition techniques to issue DOS commands. Written in assembler. Binary only. Author: Lennart Sandin FF103

**IntuiSup** A shared library which implements extensions to the Amiga operating system and graphical environment. Includes several example programs that make use of the library, including building a nifty file requester from the library's user interface routines. Version 1.15, binary only. Source available from author. By: Gauthier Groult FF316

**Intuition demo** An Intuition demo, in full C source, including files: demomenu.c, demomenu2.c, demoreq.c, getasci.c, idemo.c, idemo.guide, idemo.make, idemo.all.h, nodos.c, and txwrite.c AM4

**intuition.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**IPC** An IPC (Inter-Process Communication) package, with the goal of creating a standard for IPC on the Amiga that is flexible enough to handle the widest possible range of applications. The protocol used addresses different problem areas than AREXX, and emphasizes different aspects of the communication process, such as fast communication and preservation of data structure. Includes source. Author: Pete Goodeve and Peter da Silva FF290

**IPo2C** A utility to write a C-language definition of the current intuition pointer to a file, which can then be used in a program via SetPointer to mimic the intuition pointer. Includes source Author: Alex Livshits FF105

**IRA** Allows easy calculation of future values of investment. Enter the beginning investment value, annual percentage rate, annual deposit amount, and number of years, to compute the future value. Version 2.0, includes source. Author: Joel Swank FF304

**Isam** A library of routines to access relational data base systems using the Index Sequential Access Method (ISAM). This is beta version 0.9, binary only. Author: Kai Oliver Ploog FF203

**ISpell** A quick and dirty port of a UNIX version of a freely distributable screen oriented, interactive, spelling checker. I use the UNIX version daily and it is very nice. You will need expansion RAM to run this with the supplied dictionary, as it loads the entire 300K hashed dictionary into memory. A hard disk is also recommended. Author: Pace Willisson FF54

**Ist68010** Text guide to installing a 68010 in your Amiga. AM9

**Ith** This program converts an icon to an IFF picture (brush) file. It handles both single and alternate image (animated) icons. This is version 1.10 which adds a colour palette to the previous version from disk 85. Version 1.10, binary only. Author: Stephen Vermeulen. FF326

**JAR** A shareware game (Jump And Run) using 3-D graphics. Your task is to collect the blue pills lying on the floors and steps, not to fall down or off the steps, and to avoid several monsters wandering about. You can collect various sorts of weapons to use against the monsters. Version 1.0, binary only, source available from author. Author: Andreas Ehrentraut FF242

**Jack** An intuition-based replacement for the ASK command. Will bring up a requester with a message and boolean yes/no type gadgets. Version 1.0, includes source. By John Barshinger FF177

**JayMinerSlides** These are the Amiga slides produced/used by Jay Miner (the designer of Amiga's custom graphics chips) in his talks about the Amiga. They are all hi-res (640 x 400) and are best displayed on a long-persistence color monitor FF19

**JazzBench** A drop-in multitasking replacement for WorkBench. It has more features than WorkBench and is fully multitasking (no more waiting for ZZZ clouds). It allows you to extend it, add your own menus, key shortcuts, etc. This is alpha version 0.8, binary only. Author: David Navas FF228

**JeanIcons** Miscellaneous cute icons created for AMUC's monthly newsletter disk. Submitted by Stephen Vermeulen. Author: Steve Jeans FF137

**Jed** A nicely done, intuition-based editor that is quite user-friendly. Features word-wrap, auto-indent, newcli, alt buffer, split-window, keyboard macro, help, printing, and more. V1.1. Shareware, binary only. Author: Dan Burris FF297, FF180

**Jimmy** Disney's Jimmy The Cricketin HIRES color FF72

**Jive** program which transforms its standard input to 'jive' on its standard output. Author: Unknown FF46

**Jobs** An alternate user interface to WorkBench or CLI. Version 2.1, binary only. Author: John Sawaya FF70

**join** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13





# FREELY REDISTRIBUTABLE SOFTWARE

**Journal** Journal is a program that records a sequence of mouse and keyboard events as they occur and stores them in a file. The file can be played back with another program, also supplied, which causes the same sequence of events to occur again. Very useful for creating demonstrations of programs or documenting repeatable bugs. V1.0, binary only. By: Davide Cervone FF95

**joystick** Shows how to set up the gameport device as a joystick. Reports parameters received from joystick hooked to right port. Author: Rob Peck FF5, AM4

**Jpad** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13, AM1

**JPClock** A short clock program that is just packed with features. This is version 1.2, an update to version on disk 204. Includes source. By: Jonathan Potter FF242, FF204

**JPDitUtil** A directory-utilities type program with many built-in commands, and 16 customisable gadgets. User configurable in many ways. Can be iconified to Workbench screen. This is version 1.11, binary only. Author: Jonathan Potter FF287

**Jsh** A simple command line interpreter drawing on features from the BSD C shell. Author: Jim Kent FF38

**JTime** Detailed instructions, including schematics in IFF format, for building and installing a battery backed up real-time clock. The clock goes on the joystick port (aka mouse port 2). Author: Michael Keryan FF65

**Juggler** Stunning animation of a robot juggler with ray traced reflective spheres. Uses HAM mode display and sound effects to boot! Version 1.2. Binary. By: Eric Graham FF97, FF47, AM16

**Jumble** A quick 'brute force' program for solving for anagrams. Not very elegant, but gets the job done. Includes source. Author: Mike Groshart FF262

**JustBeeps** Simple example of using Audio and Timer devices. Plays a series of beeps whose pitches are based on a just intoned tuning system. Standalone image with source code. By: Phil Burk FF239

**K1\_Editor** An editor for the Kawai K1(m) synthesizer with two auxiliary programs for managing sound dumps. V 1.00, shareware, includes source. Author: Michael Balzer FF332

**Keep** A nice little utility program with an intuition interface for BBS and network junkies who download messages in one large file and then read them off-line. Using only the mouse, you can drive through such files a message at a time, examine each at your leisure and tag those you wish to keep. V1.2, binary only, but source available with donation to author. By: Tim Grantham FF149, AM25

**kermit** This is an absolutely ancient kermit, who's only saving grace is it is small and quite portable. On the AMIGA, there is no connect mode, only send and receive. You must log into the remote machine via one of its local terminals and point its kermit at the appropriate serial line connected to the AMIGA. Author: Unknown, but it is so hacked up it doesn't matter. FF4, AM3

**keybdc** Direct keyboard reading. C program. AM4

**KeyBird** BASIC prog edits keymaps, adjust the Workbench keymaps or create your own. AM25

**KeyBiz** This little hack will make you think you have mice scurrying around in the back of your computer. Includes source. Author: Mark Schretlen FF274

**Keyboard** Functions to translate RAWKEY Intuition messages into usable keycodes. Translation into Modula-2 of C source (by Fabbian G. Dufoe, III) on disk 291. Version 1.0. Includes source. Author: Fabbian G. Dufoe III, Peter Graham Evans FF344, FF291, FF5

**KeyCodes** Shows keycodes for a key you press in ABASIC. AM1

**KeyFiler** A BBS message file sorter that allows sorting by keyword. Includes a textreader, Soundex matching, and limited wildcard capabilities. V1.0, Binary only. By: John Molsinger FF157

**KeyLock** Freezes the keyboard and mouse until the correct password is typed. Protection against inquisitive kids, cats, and other lifeforms. Binary only. Author: Andy Rachmat FF81

**KeyMac** A keyboard macro processor that allows you to record keystrokes and then play them back. V0.1, Source in Modula-II. Author: Fridtjof Siebert FF253

**KeyMacro** A keyboard macro program, configurable via a text file, that also supports hotkey program execution. You can map up to eight functions to each key, including keys such as cursor keys, the return key, etc. Version 1.0, includes source. Author: Olaf Barthel FF325

**KeyMapEd** Allows you to change the KeyMaps used with SetMap. This is a full featured editor providing support for normal, string and dead keys. The keyboard represented is from an A2000/A500 but it is fully compatible with A1000 keyboards. V1.02, includes source. Author: Tim Friest FF193

**KickBench** Instructions and programs for creating and using a combined KickStart and WorkBench disk, so only one disk is needed to reboot. Allows the system to reboot unattended after a power failure. Requires disks from developer's disk. Author: Alonzo Garipey FF36

**kickdrum** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**KickFont** For A-1000 owners, will permanently replace the topaz font on the kickstart disk with a font called 'look'. Includes a sample in the form of an IFF picture. V3.0, binary only. Also included is Benjamin Fuller's freely redistributable 'SumKick' program. By: Greg Browne FF179

**KickMem** A program for A1000 hardware hackers that have done the Amazing Computing 512K upgrade. KickMem will patch your 1.2 or 1.3 kickstart disk to perform addmem during kickstart. This allows warm boot survivability of ram disk devices and eliminates addmem commands from your startup sequence. V2.0, includes source. Author: Dave Williams FF224

**Kill** Removes a task and as much of its resources as possible. Can close windows, unload process code, etc. Includes source. Author: George Musser FF79

**Kill.fastdir** Speed up directory access, it creates a small file in each directory on a disk which contains the information about the files, will also remove all the 'fastdir' files from each directory. By: CLIMATE's authors. AM25

**Killer** Killer is an incredible demo written by Robert Wilt. It won fourth place in the Badge Killer Demo Contest. Requires at least one meg of memory to run. Sound is also an important part of the demo so be sure to turn it up. Binary only. By: Robert Wilt FF115

**KillReq** A small program which disables Intuition's AutoRequest function. In particular, this prevents AmigaDOS from putting up system requesters, which is useful if you are operating your Amiga remotely and can't use the mouse to click CANCEL. Unlike similar utilities which affect only a single CLI, KillReq disables ALL requesters. V1.0 and includes C source. By: Eddy Carroll FF290

**KingTut** King Tut in an IFF picture. AM6

**Klide** This line art demo is Jerry's entry to the 1989 BADGE Killer Demo Contest, where it won 4th place. Klid uses line mode blitter code which is capable of rendering short vectors at a rate up to 15,000 lines/second. Binary only. By: Jerry Kallaus FF268

**Klock** A menu-bar clock and date display. Executable AM9

**Kryptor** A small, simple and comfortable file encoder/decoder. Version 1.0, with source. By: Michael Balzer FF332

**KwikBackUp** A harddisk backup program that writes data track by track onto multiple floppy disks. Uses the archive bit, saves and restores comments and protection flags, and skips over bad spots during restore. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert FF234

**KwikCopy** A quick but nasty disk copy program: It ignores errors. Executable program. AM8

**L** is a replacement for the BCPL 'list' program, but with some graphics enhancements. FF105

**Label** Simple program to print labels with arbitrary text. Version 1.3, binary only, but source available from author. Author: Mike Hansen FF96

**LabelPrint** A program that allows you to easily print labels for your disks. This is version 3.0, an update to version 2.5 from disk 238. Shareware, binary only (source available from author). By: Andreas Krebs FF277, FF246, FF238, FF210

**Labels** Alphabetic and numeric ordered cross reference lists of defined system constants. Recommended for debugging purposes only, use the symbolic values in programs! Author: Olaf Seibert FF111

**LabyrinthII** A shareware role-playing text adventure game similar in operation to the Infocom text adventures. Includes source. Author: Russell Wallace FF162, AC5

**LaceWB** The LaceWB program changes between interlace and non-interlace Workbench. Previously, you were forced to reboot after changing Preferences to an interlaced screen. This program flips between the normal and extended screen heights. AM25

**Larn** This disk contains a port of the popular UNIX game 'Larn', done by Edmund Burnette and the crew at the Software Distillery. This is version 12.0B. I have copied all the files to a freshly formatted disk, to create the master distribution disk, using a command of the form 'copy df0: to df1: all'. This insures that disk fragmentation is kept to a minimum, but also has the unfortunate side-effect that all the file dates are changed. Note that this disk must be named 'Larn'. I have elected to keep that name, rather than using the usual 'AmigaLibDiskXX' convention for disks in my library, to avoid requiring users to rename the disk before using it. Also note that, as distributed, this disk is only about 40% full. Normally I try to fill my library disks to about 90-95% full, but these 'packaged' disks are special.-Fred FF63

**LaserBoing** This ray-traced animation with sound is Mike's entry to the 1989 BADGE Killer Demo Contest. This 'Amiga Boing' ball is just loaded with energy! Binary only. By: Mike van der Sommen FF271

**Lat3.03bugs** Text file lists bugs of Lattice C version 3.03. AM8

**latfpp** Shows how to access the Motorola Fast Floating Point library from Lattice C. Also demonstrates the tremendous speedup obtained. Author: Larry Hildenbrand FF1

**LatticeMain** Text file tips on fixing \_main.c in Lattice. AM8

**LatticeXref** A cross reference listing of all symbols defined in the Lattice 3.10 header files. Sorted alphabetically by symbol string, includes file name and line number of all references and/or definitions. Author: Fred Fish FF41

**Launch** Sample program showing how you can load and execute a program in the workbench environment, then return to the CLI. Includes source. By: Peter da Silva FF179

**Lav** A 'title bar type' program that displays the number of tasks in the Amiga's run queue, averaged over the last minute, 5 minutes, and 15 minutes. Presumably inspired by, and named after, the BSD 'load average' program. By: William Rucklidge FF54

**layers** Shows use of the layers library, used by Intuition to create windows (layers handles all overlapping drawing areas and keeps things straight, sending to the back, bringing to the front, making larger/smaller, etc.) Author: Rob Peck FF5

**layers.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**layertes.c** Layers examples. C program. AM4

**LBM2Image** Takes an IFF picture and generates a C source module which can be compiled and linked with your program to display the picture with the intuition DrawImage function. Binary only. By: Denis Green FF190

**ld** I presume this stands for 'list directory'. Lists contents of specified directory or disk, using inverse video and colors to group objects by type. Author: Dave Haynie FF10

**ld4** Another directory listing program using some graphics style output. Executable only, no source available. (Downloaded from a Denver BBS) Author: unknown FF12

**LedClock** An extremely simple clock program, for interlaced screens only. Includes source. Author: Ali Ozer FF128

**LeftyMouse** Swaps the functions of the left and right mouse buttons so that Lefties can use the mouse with their left hands. Includes source. Author: Rob Eisenhuth FF229

**Legends** Fantasy Characters in HIRES color FF72

**Leggo My LOGO:** A Logo program that generates a Christmas tree with decorations. Author: Mike Morrison. AC7

**Lemac** Microemacs version 3.6 as enhanced and supported by Daniel Lawrence. This version works and has been tested on UNIX V7, BSD 4.2, Amiga, MS-DOS, and VMS. Enhancements include overwrite mode, support for Amiga function keys, reverse video status line, numeric arguments using <ESC><number>, replace, buffer specific editing modes, word wrap mode, goto-line, buffer rename, insert-file, execute named command, describe bindings, startup files, and more. Author: Dave Conroy, enhancements by Daniel Lawrence FF22

**Lens** This program magnifies a small area surrounding the pointer and displays it in a separate window. Version 1.0, binary only. Author: Ned Konz FF70

**Less** Like UNIX 'more', only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Now lets you also print the current file. Very useful! This is Amiga version 1.3, an update to the version on FF92. Includes source. Author: Mark Nudelman, Amiga port by Bob Leivian FF149, FF92, FF74, FF34

**Lex** A program (not to be confused with the UNIX lex program which is a lexical analyzer generator) which computes various readability metrics for text files. Computes Gunning-Fog, Flesch, and Kincaid indices. Author: Jeff Sullivan. FF36

**Lexical** Analyzes a text file and gives the Gunning-Fog, Flesch, and Kincaid indices which measure readability. AM26

**LGZ** A Map generator/editor for the LGZ game. Not extremely useful if you don't happen to play that game, but good source example of intuition interfacing. Version 0.1. Authors: Lars and Henrik Clausen FF161

**LHarc** An archive program like Arc and Zoo, with a heavy emphasis maximum compression for minimum archive size, using LZHUF compression. This is version 1.10, an update to version 1.0 on FF289. Changes include 20-50% faster compression, 17% faster decompression, file sorting, more efficient use of memory, a new progress indicator display, and some bug fixes. Binary only. By: Paolo Zibetti FF312, FF289



# FREELY REDISTRIBUTABLE SOFTWARE



**LhArcA** An intuitionized and faster version of lharc for the Amiga. Requires ARP library. Version 0.99a, binary only. By Hanuyasu Yoshizaki, Amiga version by Stefan Boberg FF331

**LhwarP** A program which will read tracks directly from your floppy disk, compress them using adaptive Huffman encoding, and output them to a file. The resulting file can be used by lhwarP to reconstruct an image of the original disk. This is version 1.20. New features include much faster compression/decompression, a 32-bit CRC, and two additional compression methods. Binary only. Author: Jonathan Forbes FF305, FF245

**LibDir** This program lists hunks in an object file. Executable program and documentation. AM8

**Library** Demo version of a shareware program that stores textual information without regard to structure or content, and allows complicated searching for specific patterns. Written in assembler for speed, binary only. Author: Bill Brownson FF134

**Library** HIRES BW picture of an traditional structure FF72

**LIBREF** Utility for generating run-time library link library assembly files, lvo.asm, and the run-time library's vector list. Currently very Aztec in terms of what it generates. FF168 & 169

**LIBS V1.00** List libraries/devices in ram or attempt to remove libraries. FF168 & 169

**License** License information on Workbench distribution. AM4

**Life** Another version of Tomas's Life game. Includes a torus option, an option to perform calculations with the processor rather than the blitter, and more. This is version 5.0 and is about 15% faster. Includes source. By: Tomas Rokicki FF316, FF306, FF131, FF31, AM9

**Life-3D** A 3D version of the classic cellular-automaton game. Shareware, author suggests \$20 donation. Version 1.2, binary only. Author: Bob Benedict FF70, AM18

**LifeCycles** Some sort of biorhythm type program. No docs included. V2.0, binary only. By: Michal Todorovic FF325

**Light** A version of the Tron light-cycle video game. AM15

**Lighthouse** A lighthouse in an IFF picture. AM6

**LineDrawer** Makes a line drawing based on drawing commands stored in a text file with a demo that draws an outline map of the USA and state borders. V1.0, with source By John Olsen FF96

**Lines** A color line pattern generator, adapted from Mackie. Version 1.1, includes source. Author: Joel Swank FF304

**Lines** A line drawing demo program, reminiscent of the 'sparks' program on disk #9. Author: Paul Jatkowski FF41

**LinesDemo** A demo program which illustrates the use of proportional gadgets to scroll around in a superbmap window. Posted to usenet by Barry Whitebook @ Commodore-Amiga MemExpansion. Schematics and directions for building your own home brew 1 Mb memory expansion. By: Michael Fellingner FF27

**LinkSound** Two examples of functions that you can link with your own code to produce a short musical "beep" or a sound that is similar to striking a drum. Includes source. Author: Dieter Bruns FF323

**Linstrom** Some miscellaneous small programs from the Linstrom family. Includes some basic games, some programs based on algorithms from the Computer Recreations column in Scientific American (demon, turmites, mountain), and a fish tank simulator. Includes source. Author: Lloyd Linstrom and family FF251

**List INSTR** Program to list the instruments DMCs will not load as well as list the origins for any instrument. AM23

**ListScanner** A nice little utility to display all the Exec lists. Somewhat like the Xplor utility from FF 73. Includes source in assembler. Author: Heiko Rath FF139

**Lit** Filters a file to stdout, showing all characters in an unambiguous format. Printable characters are printed as is, non-printable characters are printed in any of three representation formats. Version 2.0, includes source. By: Donald Irving FF73

**Little Smalltalk** It is a port of Timothy Budd's Little Smalltalk system, done by Bill Kinnersley at Washington State University. I filtered all the text files in the sources, docs, and examples directories through a program to remove extraneous CR (AM) characters from the end of each line. This also makes the files conform to standard Amiga and UNIX line delimiter conventions. I hope this didn't break anything else in the process. I have added the file sources/Makefile to help people who want to recompile the sources. It uses my cfrontend. I was able to compile and link an executable that was almost the same size as the one Bill provided (100 bytes smaller) using Manx 3.20B in 16-bit int mode, but it aborted immediately with an error message, so beware. -Fred. FF37

**Lmv** This shareware program, submitted by the author, is called 'Long Movie'. It loads up to 100 IFF graphics files and displays them in forward or reverse order, at up to 19 frames per second, to create computer animations for VCR recording. Binary only, source available from author. Author: Jim Webster FF73

**LoadImage** An IFF ILBM reader that accepts overscanned pictures, allows you to scroll around in the bitmap if the picture is larger than the current display, works on both PAL and NTSC machines, supports color cycling using interrupt code, and supports printing of image portions. Version 1.9, includes source. Author: Olaf Barthel FF281

**LoadIt** prog to load a file into memory until a reboot. (Only the most esoteric hackers will find LoadIt useful.) AM24

**LockMon** Find file locks. Useful for discovering if programs properly clean up after themselves. Author: Dewi Williams FF19

**Logo** A logo interpreter, with user interface like the Apple II logo. Shareware, author suggests \$5 donation. Author: Gerald Owens FF70, AM18

**LollypopLady** Famous Lady with lollypop picture which caused so many people to purchase the Amiga for its graphics. An IFF picture. AM7

**LookFor** A general 'find that file' utility which is handy for hard drives, multiple drives, and multilayered paths. Includes source. Author: Mark Schretlen FF274

**Lotto** Lotto is designed to replace your user group's old shoebox full of membership numbers and names and add some pizzazz to the process of drawing for doorprizes at club meetings. Includes source. Author: Mike Groshart FF262

**LowMem** Another fine freely redistributable product from ASDG. This one is a low memory server, which is a compact shared library which allows arbitrary processes to register their desire to be notified of impending memory shortages. This allows good citizen programs to free up memory that they may not need, so other programs can use it. Binary only. By: Perry Kivolvitz FF85

**loz** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**LPatch** Patch for programs, such as 'Atom', with bad 1.0 Lstartup code, which abort during startup under 1.2 with 00038007 alert (can't open DOS library). Includes source. Author: Carolyn Schepner FF61

**LPE** LaTeX Picture Editor is a graphical editor for producing 'pictures' for the LaTeX system, which may be imported by LaTeX. You can draw boxes, dashed boxes, lines, vectors, circles, boxes with centered text, and plain text. This is version 1.1, an update to version 1.0 on disk 243, and includes some new drawing tools, enhanced user interface features, optimized code, and some bug fixes. Binary only. Author: Joerg Geissler FF277, FF243

**ls** Version 3.1 of the popular UNIX style directory lister. This is an update to version 2.0 from disk 178, and includes some bug fixes, support for multiple wildcard pathnames, quicker sorting, a best-fit output, new output width and height options, and some other new features. Includes source. Author: Justin V. McCormick FF236, FF178

**ls Minimal** Implementation of UNIX ls. Demonstrates use of UNIX style file name pattern matching code. Author: Rick Schaeffer FF10

**LVR** Link Virus Remover. A program that recursively searches directories for link viruses in executable files. This is version 1.20, binary only. By: Pieter van Leuven FF331

**M2Amiga** Demo version of the final product M2Amiga. A fast single pass Modula-2 compiler with editor, linker, a small set of interface and standard libraries. Compiles only small demo programs by limiting codesize and imports. Further development of the ETHZ compiler on FF24. Binary only. Demos with source. By R. Degen, C. Nieder, M. Schaub, J. Straube (AMSof) FF113

**M2Error** M2error can be used to display compile errors produced by the TDI Modula-2 compiler, like the m2error supplied by TDI. Includes source. Author: Richie Bielak FF79

**M4** A UNIX M4 look-alike macro processor intended as a front end for Ratfor, Pascal, and other languages that do not have a built-in macro processing capability. Pd M4 reads standard input, the processed text is written on the standard output. By Ozan S. Yigit (oz) FF160

**MacFont** A conversion tool to convert Mac fonts to Amiga fonts. Binary only. Author: John O'Neill and Rico Mariani FF138

**MachII** A 'mouse accelerator' program that also includes hotkeys, the features of sun mouse, clicktofront, popcli, title bar clock with a bbs online charge accumulator, and more. This is version 2.6, an update to version 2.4c on disk 163. Binary only. Author: Brian Moats FF254, FF163, FF130

**Machine** A neat new animation from Allen Hastings. Author: Allen Hastings FF109

**Mackie** A versatile cli/macro-key initiator based on POPCLI with a unique method of screen-blanking. I won't say more, just try it! This is version 1.4. Includes fixes to work with latest WShell and the new 'never' keyword. Includes source. Author: Tomas Rokicki FF305, FF267, FF189, FF187, FF161, FF130

**macros.i** Assembler include files. AM5

**MacView** Allows viewing of a standard MacPaint picture file in either Amiga low resolution (320 x 200) or high resolution (640 x 400). Executable only. Author: Scott Evernden FF32

**MacView** Allows viewing of standard MacPaint picture files in either Amiga low resolution (320 x 200) or high resolution (640 x 400). Executable, sample pictures, and icons (version on disk 32 did not include pictures). Author: Scott Evernden FF35

**madlib** A mad lib story generator in AmigaBASIC. AM11

**Mailchk** A mail client for Dnet, which will inform you of any new mail and will give the choice of viewing, deleting, or printing a message. Version 2.01, includes source. Author: Stephane Laroche FF324

**mailtalk** A talking mailing list program in AmigaBASIC. AM11

**Make** A simple 'make' programming utility, C program in C source code and executable. AM2

**make** Subset of 'UNIX' make command. Useful, but does not have many of the features of the full make, much less the newer 'augmented make' Author: Landon Dyer FF2

**Make** Another version of make that seems to be more complete than many other PD makes. Author: Unknown, downloaded from the Software Distillery FF45

**Make** Public domain make from mod.sources, Volume 7, number 91. It has been cleaned up, Manx'ified, and some new features added, by Steve Walton. Includes source. Author: 'caret@fairlight.OZ' FF69

**make2** Another make subset command. By Marc Mengel FF2

**MakeIcon** This program will make an icon (.info file) using image data from either another icon, or an IFF picture file. The image data is drawn on the screen so you can see exactly what your icon will look like. You can also go the other way, and make IFF files from icons, which can then be loaded into a standard IFF graphics editor. Version 1.1, binary only, source available from author. Author: Paul Blum FF255

**Makemake** Reads C source files and constructs a vanilla makefile in the current directory. Includes source. By Tim McGrath FF74

**Malloctest** A malloc/free test program that allocates and frees randomly sized pieces of memory with random lifetimes, and fills them with patterns that can be checked for corruption. Useful for beating on your vendor supplied memory management routines, or possibly as a poor man's memory test program. Includes source. Author: Neil Webber FF66

**Man** A program similar to the UNIX 'man' program. Displays information about a topic from manual pages. Does not include any database of topics, you have to supply your own. Version 1.2, includes source. Author: Garry Glendown FF241

**Mandala** A mandala graphic program with sound, sort of Eastern music. Binary only. Author: Unknown FF67

**Mandel** Mandelbrot set program, C code and executable. AM1

**mandel** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**Mandel** Another mandelbrot generator program, with bits and pieces of code from C. Heath and R.J. Mical. This is V1.3, an update to FF111. New features and improvements include an ARExx interface, coordinates in sight, more state info saved with a picture, batch files, programmable functions, and more plotting options. Includes source. Author: Olaf Seibert FF218, FF111

**Mandelbrot** A fast Mandelbrot rendering program that uses some of the mathematical properties of the Mandelbrot set to greatly reduce the drawing time. Demonstrates graphics programming, assembly language, menus and IFF file I/O. Standalone image with source code. Author: Nick Didkovsky FF239

**Mandelbrot** Latest version of Robert French's mandelbrot program, version 3.00 Author: Robert French FF31, FF4

**mandelbrot** Latest and greatest mandelbrot program. New features include the ability to save images in 'IFF' format, for reading into Deluxe Paint or other programs that use IFF. Also includes code from GraphiCraft to handle color palette and change colors at will. Many additions by RJ Mical. Author: Robert French FF5





# FREELY REDISTRIBUTABLE SOFTWARE

**Mandelbrot Set Explorer** This is a copy of Thomas Wilcox's Mandelbrot Set Explorer disk. To run from CLI: 1) cd dfx: (where X is drive containing disk) 2) msc. To run from Workbench: 1) Click on MSD icon. It contains extensive on-line help information, unlike other Mandelbrot programs distributed in this library. It also is capable of displaying some very pretty hi-res pictures in interface mode. FF21

**MandelBros** Some mandelbrot images submitted for the 'Mandelbrot images contest' some months ago. Only three people submitted mandelbros and these were among the most interesting. FF20

**MandelMountains** A program that renders three-dimensional images of blowups of the Mandelbrot set. Includes several example images. Version 1.1, shareware, binary only. Author: Mathias Ortmann FF295

**MandelVroom** A Mandelbrot/julia-curve generating program that features five numerical generators (integer, ffp, ieee, 020, and 020/881) in hand-crafted assembly for maximum speed, online mouse selectable help for all functions, generation of multiple pictures simultaneously, a sophisticated user interface with shaded gadgets, etc. Some of the other features include zoom, magnify, color-cycling, contouring, auto-contouring, histogram, statistics, presets, extra-halfbrite support, overscan, orbits, pan mode, and more. Requires 1Mb or more of memory. This is V2.0, an update to FF78. Source is available on FF214. A compiled binary, along with help files and example images, can be found on FF215. By: Kevin Clague FF215 & 214, FF78

**mandelbrot** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**mandrill** A gorilla in an IFF picture. AM6

**MarbleMadness.pic** A screen from Marble Madness. AM6

**MarbleSlide** The aim of this game is to build a slide on a 10 x 11 board of pieces that move around, allowing the marble to reach the goal piece. You play against time. Also includes a board editor to build custom boards. Binary only. By: Peter Handel FF283

**Marge** A simple CLI utility to add a specified number of spaces or tabs to the left side of every line in a file. Includes source. Author: Joel Swank FF177

**Marilyn** Hires BW collection of Ms. Monroe FF72

**marimba** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Marketroid** Marketroid is Leo's entry for the Badge Killer Demo Contest. It is another devious sprite oriented demo with lots of 'in' jokes. 512K required. Includes source. By: Leo Schwab FF115

**Martian** The Bugs Bunny Martian in an IFF picture. AM6

**Match-stuff** Heavy duty text pattern matching stuff. The pattern syntax is an extension of standard AmigaDOS filename matching. Also includes some simply matched text replacement capability. Includes source. Author: Pete Goodeve FF102

**mathfp.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**mathieedoubas.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**mathieesingbas.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**Mathtrans** A very small library which replaces the mathtrans.library distributed by Commodore-Amiga, for those who own an MC68881/82 floating point unit. Calculation speed of some functions is increased up to 15 times. Version 1.1, includes source. Author: Heiner Huckstadt FF319

**mathtrans.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**Matlab** A FORTRAN package (MATrix LABoratory) developed by Argonne National Laboratories for in house use. It provides comprehensive vector and tensor operations in a package which may be programmed either through a macro language or through execution of script files. Supported functions include sin, cos, tan, arctan, upper triangular, lower triangular, determinant, matrix multiplication, identity, hilbert matrices, eigenvalues, eigenvectors, matrix roots, matrix products, inversion, and more. Amiga specific features include workbench startup, polar plots, contour plots, enhanced plot buffer control, and algorithmic plot display generation. Includes source in FORTRAN. Author: Cleve Moler, Jim Locker FF267

**Maze** A couple of very nice demos for the creation and use of single-solution mazes, one of which is practically a stand-alone game. Includes source. Author: Werner Gunther FF171

**Maze** An example of a fully re-entrant maze generation program written in assembly language using Manx's assembler. Includes source. Author: Michael Sinz FF248, FF218

**MC68010** Complete information package for upgrading an Amiga to use an MC68010 in place of the MC68000. Includes a software fix that makes this transparent to user programs that use instructions that are privileged on the 68010 By Thad Floryan FF18

**mCAD** An object-oriented drawing program, version 1.2.2. Uses a small set of graphics primitives (like 'line', 'box', and 'text') and a small set of editing functions (like 'move', 'size', and 'rotate'). While drawing and editing, the user can call on other functions to modify the display; to zoom in, slide around, superimpose a grid, etc. This shareware program was submitted by the author. Many improvements over the version released on FF56. Binary only. Author: Tim Mooney FF59, FF56

**meadows3D** A 3D graphics program, from an ACM article, in AmigaBASIC. AM11

**Mean18** Two Mean 18 custom golf courses by Joel Swank FF304

**MED** A music editor much like SoundTracker. A song consists of up to 50 blocks of music, which can be played in any order. Editing features include cut/paste/copy tracks or blocks, changing the vibrato, tempo, crescendo, and note volume. Other features include switching of the low-pass-filter on or off on a per song basis, and a cute little animated pointer of a guy doing 'jumping jacks' in time to the music! Version 2.00. Now includes full source. Author: Teijo Kinnunen FF349

**Med** Yet another Amiga text editor. This one lets you edit up to 36 files simultaneously and makes extensive use of the mouse. This is version 2.1, binary only. Author: Francois Rouaix FF60

**MegaWB** A program that makes it possible to make your WorkBench screen as large as you like. Version 1.2, Source in Modula-II. By: Fridtjof Siebert FF253

**Melt** Another display hack from the master himself... Includes source. Author: Leo Schwab FF66

**Memacs** Another Emacs, more oriented to word processing. In C source code and executable program, and documentation provided. AM9

**MemBoardTest** Originally designed for production testing of A1000 memory boards. Very nice intuition interface. Version 2.4, Includes source in Modula. Author: George Vokalek FF158

**MemClear** Walks through the free memory lists, zeroing free memory along the way, and coalescing memchunks that have contiguous address spaces. With source. by John Hodgson FF58

**MemDiag** Memory diagnostic program to identify addresses which produce memory errors, and a memory quarantine program which removes such defective addresses from the system's free memory list, until the hardware errors can be corrected. Version 1.1, includes source. by: Fabian Dufosse FF214

**MemFlick** Treats all the memory in your Amiga as if it was part of a bitplane inside a graphics display. Provides sort of a graphical picture of your memory usage. Binary. By Jim Webster FF206

**MemFrag** Displays number of memory chunks/sizes to show memory fragmentation. Chunks are displayed as 2\*\*N bytes which is a rough guide but still useful. This is an enhanced version of 'Frag' from disk 69. Includes source. By: Mike Meyer, enhancements by Gary Duncan FF345

**MemGauge** A tool to display the current memory usage, very much like the usage bar Workbench displays in root directories. V1.4, includes source. Author: Olaf 'Olsen' Barthel FF222

**MemGuard** MemGuard is a MemWatch-like program which has been rewritten in assembly language for maximum speed and efficiency. Unlike MemWatch MemGuard does not run as Task in a dummy loop but rather as a low-level interrupt routine which is capable of trapping memory thrashing even before exec might know of it and even while task switching is forbidden. In fact the low-memory area is checked each frame. Virtually no processing time is wasted, the interrupt routine does the check in about half a raster scan line's time. This program was contributed by Ralf Thanner, who spent three weeks programming & debugging it. In this program Ralf uses some very delicate tricks to let his interrupt routine work with Intuition alerts. V III, binary only. By Ralf Thanner FF325

**MemLib** A link library of routines to aid in debugging memory problems. Works with Lattice C 5.0 and possibly with earlier versions. It's features include trashing all allocated memory, trashing all freed memory, keeping track of freed memory with notification if it is written to, notification of memory freed twice or not at all, notification of overrunning or underrunning allocated memory, generation of low memory conditions for testing purposes, and identification of violations of memory use by filename and line number of the allocating routine. Includes source. Author: John Toebes and Doug Walker FF240

**MemMometer** A program that opens a narrow window and graphically displays your memory usage like a gauge. Based on WFRags, by Tomas Rokicki. Version 2.10, includes source. Author: Howard Hull FF350

**MemoPad** A shareware intuition-based memo reminder program. Nicely done. Update to version on FF 146, version 1.2, binary only. Author: Michael Griebling FF160, FF146

**Memory Squares:** Test your memory with this AmigaBASIC game. Author: Mike Morrison AC5

**MemoryClock** A clock program that shows the amount of free fast ram, free chip ram, as well as the time and date. Includes source in assembly code. By Roger Fischlin FF188

**MemTrace** Routines to help debug memory allocation and freeing during program development. Will complain if you try to free memory you didn't allocate and will report on memory not freed when your program finishes. Author: Jojo Wesener FF163

**MemView** Program which sets up a direct window into RAM, thus dynamically displaying the contents of memory. Author: Leo Schwab FF33

**MemWatch** Memwatch is a program intended to sit in the background and watch for random trashing of low memory by an application under development. If it detects a write to low memory, it repairs it to what used to be there, then puts up a requester indicating what damage had been done. Very useful! Version II, includes source. Author: John Toebes FF87, FF48

**menu** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13, AM1

**MenuBuilder** A program which automates the process of building menus. It takes a simple text file and generates a C source file with all the needed structures for linking with the rest of your program. This is version 1.0, and includes source. Author: A. Preston FF65, AC7

**menudemo** A demo of Intuition menus called 'menudemo', in C source. C program. AM5

**menuEd** A menu editor that produces C code for menus. Executable program and documentation. AM12

**MenuEd:** A menu editor that allows you to easily create menus. The program then generates C code that you can use in your own programs. Author David Pehrson AC1

**MenuEditor** Create and edit menus, saving the result as either a binary file for further editing or as C source for inclusion in a program. Author: David Pehrson Author's suggested shareware donation: \$15 FF30

**Menus** Learn about Intuition menus, a John Draper Amiga Tutorial. AM2

**MergeMem** Program which attempts to merge the MemList entries of sequentially configured RAM boards. When successful allows allocating a section of memory which spans board boundaries. Version 2. Author: Carolyn Scheppner FF95, FF56

**MFF-Demo** Demo copy of the MicroFiche Filer program from Software Visions Inc. The MicroFiche Filer is a full-powered database program for manipulation of text, numbers, and pictures. It uses the microfiche metaphor for dealing with your data graphically. This is a full production version except that the save option has been disabled. Includes a sample database of my disk library. Binary only. Author: Gary Samad FF89

**MFF-Update** A text import utility for MicroFiche Filer (demo version released on disk 89) and updates to some PD disk library databases. Binary only. Author: Gary Samad FF103

**MFix** A small program to insert in the startup-sequence of the commercial program, Marauder II, from Discovery Software, International. Whenever the copy process is started, the rainbow screen is covered by a bare screen until the copy is finished. The author claims a 25% decrease in copy time is achieved. Version 1.0, binary only. Author: Stephen Gunn FF172

**MForgeRev** Text of a user's view of MicroForge hard drive. AM8

**Mg1b** A version of Mg1b with an AREXX port and other improvements by Tomas Rokicki. Finally you can define macros and bind them to function keys in your startup file! Includes source. Author: Various; enhancements by Tomas Rokicki FF131

**MicroEMACS** Version 3.10 of Daniel Lawrence's variant of Dave Conroy's microemcs. This is an update to the version released on disk 119. New features include multiple marks, more function key support, a better crypt algorithm, and end-of-word command, a command line switch for setting environment variables, new hooks for macros, a command to strip trailing whitespace, internationalization features like foreign language message support, horizontal window scrolling, much faster search algorithm, Amiga intuition support, and more. Includes source and extensive online documentation. Author: Dave Conroy, MANY enhancements by Daniel Lawrence FF195, FF147, FF119, FF93, FF61, FF6, FF2



# FREELY REDISTRIBUTABLE SOFTWARE



**MicroEmacs** This disk contains a significantly enhanced version of microEmacs based on the version 30 release posted to usenet's mod.sources news group. Previous versions of microEmacs released on these disks derived from a very old version of microEmacs. The author has cleaned up lots of loose ends and restructured major parts of the code. Other people have added support for termcap, ports to other machines and operating systems, and a limited GNU emacs compatibility option. Because recipients of this disk might wish to run this new microEmacs on other machines in addition to the Amiga, I have included all sources that were available to me at the time of release. The sub directories which give alternate implementations are: Sys/Vms System modules for VAX VMS Sys/Atari System modules for Atari ST Sys/MS-DOS System modules for MS-DOS Sys/Cpm86 System modules for Cpm Sys/ Amiga System modules for Amiga Sys/ Ultrix System modules for Ultrix/BS4.2 Sys/SysV System modules for UNIX System V/Ty/Atari Terminal driver for Atari ST Ty/7300 Terminal driver for AT&T UNIX PC (7300) Ty/Intuition Terminal driver for Amiga using Intuition Ty/Termcap Terminal driver using termcap for UNIX Ty/Ansi Terminal driver using ANSI codes Ty/AmigaDOS Terminal driver for Amiga using just AmigaDOS Ty/Heath Terminal driver for a Heath terminal. Please send any enhancements to: rtech@daveb, or to me and I will see that he gets them. - Fred FF23

**MicroGNUEmacs** MicroGNUEmacs(MG 2b) contains many additions and enhancements since the original works by Dave Conroy (credit belongs to all contributors and Beta testers. Note: Amiga specific source code files and the document files have been archived. An executable copy of the PDS archive program 'Zoo' is in the 'c' directory FF147, FF101, FF68, FF6

**MicroSPELL** MicroSPELL is a standalone spelling checker which scans text files and reports on misspelled words. It has a 1000 word 'common word' list, a 43,000 word main dictionary, and supports multiple user dictionaries. Also interfaces quite nicely with MicroEMACS 3.9, with an emacs macro to step through the source file, stopping at each suspect word and allowing the user to dispose of it in different ways. Version 1.0, includes source. Author: Daniel Lawrence FF101

**MicroTerm** A very small, very simple, almost brain-dead terminal program. Primarily useful as an example of how to talk to the console and serial devices. Version 0.1, includes source. Author: Stephen Vermeulen. FF326

**MIDI** Make your own MIDI instrument interface with documentation and a hi-res schematic picture. AM13

**MIDI** A midi library and utilities set. This looks like a very complete package, though I have no way of testing anything since I have no MIDI hardware. The MIDI utilities include a MIDI monitor to display incoming MIDI messages to the console, a routing utility, a MIDI library status utility, and more. Also includes source. Author: Bill Barton FF101

**MIDI Out:** A MIDI program that you can expand upon. Written in C. Author: Br. Seraphim Winslow AC3

**MidiLib** A disk based library that permits sharing of the serial port by MIDI applications through a MIDI message routing and processing system. The MIDI utilities include a midi monitor to display incoming midi messages to the console, a routing utility, a midi library status utility, and more. V2.0, an update to FF101, and includes significant speed enhancements, new utilities to play with MIDI files, and updated utilities, documentation and examples. Binary only (source for examples and bindings however). Author: Bill Barton FF227

**MIDIsoft** Transfer sound samples between the Amiga and a Roland S-220. V1.0, binary only. By Dieter Bruns FF199

**MIDITools** A group of several different utility programs for those who run a MIDI system. Binary only. Author: Jack Deckard FF159

**MidiTools** Simple programs to play and record through the MIDI I/F. Untested (I have no MIDI hardware). By Fred Cassirer FF54

**MigaSol** A game of solitaire. AM15

**MileStone** Another game in ABASIC by the author of Monopoly. Author: David Addison FF28

**mindwalker** Text clues to playing the game well. AM12

**MiniBlast** A shoot'em up game which runs just fine in a multi-tasking environment. At last you can enjoy a satisfying megablast while you are writing a boring essay. Satisfying that moves, and if it doesn't move, shoot it anyway. V1.00, binary only. By: Anders Bjerin FF336

**minipaint** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain which of the two early basics this program used. FF13

**MinRexx** A simple ARexx interface which can be easily patched into almost any program. Includes as an example the freedraw program from FF1. Includes source. By Tomas Rokicki FF188

**MirrorWars** A new game featuring sound, title music, and two player mode. Fight your opponent via laser rays, but beware of the mirrors reflecting your shots. Binary. By Oliver Wagner FF235

**Mischief** This little program is in the long tradition of 'display hacks'. It uses the input device to perform various acts of mischief. Includes source. Author: Olaf 'Olsen' Barthel FF222

**MiscUtils** Some small sound and screen hacks. Includes source in C. Author: Jorrit Tyberghein FF302

**Missile** A nice 'missile defense' game. Written 100% in assembler (source available from author) and is very fast! Author: Glen Merriman FF50, AM16

**Mklib** Another example of building a shared library that evolved from 'Elib' FF87. Also included is a library, Edlib, which contains several functions not included in the Manx standard libraries. Includes source. By Edwin Hoogerbeets with C-functions from several different authors FF183

**Mlist** Mailing list database. AM25

**MM** Implementation of the game Mastermind. You must try to guess a color combination which the amiga sets via a random generator. There are 6 colors which can be set in any combination. With source. By Dietmar Jansen FF327

**ModemPins** Text description of the serial port pinout. AM1

**Modula-2** Trails a moving-worm graphics demo in Modula-2. AM11

**Modula-2** A pre-release version of the single pass Modula-2 compiler originally developed for Macintosh at ETHZ. This code was transmitted to the Amiga and is executed on the Amiga using a special loader. FF24

**ModulaTools** Various useful routines for those programming in Modula on the Amiga. Update to version on FF 94, includes source. Author: Jerry Mack FF138, FF94

**moire** Draws moire patterns in black and white in a borderless backdrop window. Currently only runs with Lutec C version 3.02, when compiled with 3.03 crashes the system. Author: Scott Ballantyne FF9, AM1

**Mon** A machine code monitor/debugger program for the Amiga which is re-entrant and can be made resident. This is version 1.24, binary only. Author: Timo Rossi FF310

**Money** Try to grab all the bags of money that you can. AM15

**MonIDCMP** MonIDCMP lets you monitor the IntuiMessages that pass through an IDCMP window. It prints the message class, mouse coordinates, qualifier values, and other useful information when appropriate. Great for debugging applications and for snooping around in the inner workings of other programs. Includes source. Author: Davide Cervone FF108

**Monolace** CLI program resets Preferences to several colors of monochrome & interface screens. C source is included, works with DisplayPref, a CLI program which displays the current Preferences settings. AM24

**Monopoly** A simulation of the Parker Brother's board game MONOPOLY. Binary only, source available from author. Author: Ed Musgrove FF251, FF15

**MonProc** An enhanced version of the process packet monitoring program from FF69. Includes source. Author: Phillip Lindsay, enhancements by Davide Cervone FF79, FF69

**Moonbase** You must guide a lunar lander to ferry cargo from an orbiting space station to bases on the surface of the moon. You get cargo and fuel for the lander by docking with the space station. The goal is to complete all the assigned cargo deliveries, and to destroy as few landers as possible in doing so. Binary only. Author: Jim Barber FF312

**Moose** Random background program, a small window opens with a moose resembling Bullwinkle saying witty phrases user definable. AM24

**More Requestors:** Using system calls in AmigaBASIC to build requestors. Author: John Wiederhirn AC6

**MoreArt** A small selection of some additional Amiga artwork submitted to me since the last 'art' disk. Authors: Dana Dominiak and Larry Zasitko FF106

**MoreColors** A way to get more colors on the screen at once using aliasing. ABASIC program AM1

**MoreIsBetter** These two hacks make MORE more useful. One is called V; it's a small 'pure' CLI command that acts as a front end for More, causing it to create its own window. Make V and More both resident! The other is Fenestrate, which surgically alters the CON: window spec inside More enabling it to use ConMan features to create a borderless window on the topmost screen (very useful with CLImax) etc. With source. By Paul Kienitz FF224

**MoreRows** A program to make the workbench screen larger than normal. The number of additional rows and columns are set via command line arguments. By Neil Katinand Jim Mackraz FF54

**Moria** A single player dungeon simulation. The object of the game is to defeat the Balrog, which lurks in the deepest levels of the dungeon. You begin at the town level above the dungeon, where you may acquire supplies, weapons, armor, and magical devices by bartering with various shop owners, before descending into the dungeon to do battle. Amiga enhancements include pull down menus, graphics mode, pickup mode, a continuous move mode, a real time mode, a message wait time mode, as well as other modifications to improve overall playability and to take advantage of the unique features of the Amiga. V3.0, binary only, requires at least 1Mb of memory. Author: Robert Alan Koenke and others. Amiga version by Richard Henderson & others. FF194

**Morri** Morri in LoRes FF72

**Most:** Text file reader that will display one or more files. The program will automatically format the text for you. Author: Russell Wallace AC5

**Mostra** A very versatile program to display IFF ILBM files. Features realtime unpacking scroll, smart analysis of any IFF file, total control over display modes, simple slideshow processing, pattern matching, and a dozen other options. Only 14K. This is version 1.0, an upgrade to the Show program on disk 323, and adds SHAM, double buffering, faster decompression, color cycling, TeXdocs, startup files for easy customizing, and complete WorkBench support through ToolTypes and Style icons. Binary. By Sebastiano Vigna FF330

**mostriper** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Mount Mandelbrot** A 3D view of a Mandelbrot set. AM12

**Mounted** A little program to run from CLI scripts to find out if a disk is mounted or not. Includes source. By Peter DaSilva FF79

**mouse** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**mouse** Shows how to set up the gameport device as a mouse so that hooking up the mouse to the right port gives access to mouse information. Author: Rob Peck FF5

**mouse pointers** Amicus 26 contains a group of mouse pointers and the Workbench program to display them. AM26

**MouseBounce** A short hack/game that makes your mouse pointer bounce around the screen. The object is to close the MouseBounce window and exit the game. Each time you click the mouse button, the pointer speeds up. With source. by Jonathan Potter FF204

**MouseClock** A clock and free memory display utility that generates a small display tied to your mouse, using two hardware sprites as the display area. Version 1.2, includes source. Author: Olaf Barthel FF279, FF69

**MouseCoords** A small assembly utility which shows you the current position of the mouse pointer. Can be 'jumped' to operate on any screen. With source in assembly. By Jonathan Potter FF287

**MouseOff** Enhanced and smaller version of MouseOff released on FF73. MouseOff will cause the mouse pointer to disappear and then reappear if mouse movement is detected. Includes source. Author: Denny Jenkins, reworked by Tom Smythe FF75, FF73

**MouseReader** Shareware program, submitted by the author, to read text files and view IFF files using only the mouse. Binary only. Author: William Betz FF97

**mousetrack** A mouse tracking example in hires mode in AmigaBASIC. AM11

**MouseUtil** Intuition based program to allow you to change your mouse speed without having to go through preferences. V1.1, includes assembly source. By Luciano Bertato FF184

**mousport.c** Test mouse port. C program. AM4

**MovePointer** Moves the pointer to any specified location on the screen, specified by X-Y coordinates. With source. By 'Cewy' FF87

**MoveWindow** Move a named window to any arbitrary X-Y coordinate and possibly resize it at the same time. Includes source. Author: 'Cewy' FF87

**MovieGuys.pic** A still from an old movie in an IFF picture. AM6

**Movies** A RAM animation system with three different example animations: Kahnankas, Rocker, and P-15. Kahnankas won a close second in the Badge Killer Demo Contest. Both Kahnankas and Rocker run on a 512K Amiga and show off overscan HAM mode. Includes a animation player program (movie), animation builder programs (diblm, pilbm), and a text/graphics display program (vilbm). Authors: Eric Graham and Ken Offer FF116





## FREELY REDISTRIBUTABLE SOFTWARE

**MRARPFile** Extended ARP file support package that adds an orthogonal set of routines which support generalized I/O with resource tracking while using the ARP library. Includes source. Author: Mark Rinfret FF281

**MRBackUp** A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. This is version 3.3e, an update to FF270, to fix a serious bug in that version. Binary only. By: Mark Rinfret FF279, FF270, FF170, FF129, FF128

**MRBackUp** A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. Version 3.4. Binary. By Mark Rinfret FF327, FF279, FF270, FF170, FF129, FF128

**MRMan** A package which contains an Amiga document reading system similar to the 'man' command on UNIX systems. It offers a high degree of flexibility in the naming and placement of document files on your system. This is version 1.0 and includes source. Author: Mark Rinfret FF281

**MRPrint** A detabbing print utility that sends text files to either the printer device or the standard output. Besides expanding tabs, it will also generate page headers, line numbers, and new margins. Version 3.4, includes source. By: Mark Rinfret FF279, FF167

**ms2smus** converts Music Studio files to IFF standard 'SMUS' format. AM16

**MSDOS** A program to list files written in standard MS-DOS or Atari ST format. The files can then be copied to RAM and rewritten to disk in AmigaDOS format. Binary only, Shareware, Version 0.1. Author: Frank Wlbbeling FF158

**Msh** An Amiga file system handler that handles MSDOS formatted diskettes. You can use files on such disks in almost exactly the same way as you use files on native AmigaDOS disks. This is a fully functional, read/write version, that supports 8, 9, or 10 sector disks of 80 tracks, and should also work on 40 track drives and hard disks with 12 or 16 bit FAT of any dimension the FAT allows. Includes source. Author: Olaf Seibert FF327

**MSizer** A program that allows you to resize a window from any corner when holding down the left mouse button and the left Amiga key. Includes source. Author: Khaled Mardam-Bey FF285

**MTV** The Dire Straits moving company in an IFF picture. AM6

**MuchMore** Another program like 'more', 'less', 'pg', etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Works with PAL or NTSC, in normal or overscan modes. Supports 4 color text in bold, italic, underlined, or inverse fonts. Version 2.5. Includes source in Modula-II and assembly code. Author: Fridtjof Siebert FF253, FF234

**mult** Mult reads the input comparing adjacent lines. In the normal case, the second and succeeding copies of repeated lines are output, and the remainder of the lines are removed. Repeated lines must be adjacent in order to be found. Options are present to output the first of multiple lines, for comparing adjacent lines by field only, and for specifying the field separator character. Kind of the opposite of the UNIX 'uniq' program. Author: Dennis FF6

**Multi-Forth:** Implementing the ARP library from Forth. Author: Lonnie A. Watson AC6

**Multic** Formats a single column of input into multiple side by side columns. Includes source. Author: Joel Swank FF304

**MultiCalc** Yet another RPN type graphic calculator. This one generates answers with extreme precision (if 3000 digits is enough!) Features a 48-digit scrollable display, mouse driven with lots of keyboard shortcuts, and iconification during non-use. Binary only. Author: Kenneth Johnson FF166

**Multidef** A program to scan a collection of object and library files and identify multiply defined symbols. This is useful to locate subtle problems where user defined symbols override library symbols. Author: Paul Jatkowski FF49

**Multidim** Lets you rotate a 2 to 6 dimensional 'cube' on the screen using the joystick. Author: Robert French FF18

**MultiPlot** A package for making 2D plots conveniently. Tim Mooney wrote the original program, which was then enhanced by Alan Baxter with a nicer user interface, support for the PLT: device, and support for file conversions. Rich Champeaux and Jim Miller wrote the PLT: handler which emulates a plotter by accepting HP-GL commands, creating a raster image, then dumping it to any preferences supported graphics printer. This is version XLNb and includes many bug fixes, style changes, and enhancements. Includes source. Author: Alan Baxter, Tim Mooney, Rich Champeaux, Jim Miller FF333, FF292

**MultiSelect** A small program that makes it possible to select several icons on the workbench without having to press the Shift key. V 1.0, with source in Modula-II. By Fridtjof Siebert FF253

**MultiSort:** Sorting and intertask communication in Modula-2. Author: Steve Fawiszewski AC2

**MultiTasking** Tutorial and example program for multitasking at the Exec level. Author: Leo L. Schwab FF20

**Multitasking in Fortran:** All the hard work is done here so you can multitask in Fortran. Author: Jim Locker AC6

**MunchingSq** Leo's 'Munching Squares' hack, now upgraded to take a single argument for a seed value. With source. By Leo Schwab FF87

**Muncho** A cute little program which plays a digitized sound sample when you insert or remove a disk from your drive. If you don't like the sounds, you can replace them with your own. Binary only. Author: Andrew Werth FF137

**Music** A collection of 14 Classical pieces. AM23

**MusicCraft2SMUS** Amiga Music Player AM23

**MusicStudio2SMUS** Amiga Music Player AM23

**Mv** A Unix style mv/cp/rm program that moves, copies, or removes files. Includes interactive mode, recursive mode, and force quiet mode. Copies file permissions, dates, and comments, supports arp style wildcards, supports moves across volumes, honors the delete bit. V 1.1, with source. By Edwin Hoogerbeets FF219

**MVP-FORTH** Mountain View Press Forth, Version 1.00.03A. A shareware version of forth from Fantasia Systems. Runnable from the workbench, comes with icons and such. If you use this, please send a contribution to Fantasia Systems/Mountain View Press. FF9

**MWB** A program which will create a new 'WorkBench' screen and route by request OpenWindow calls meant for the WorkBench to these new screens. This allows you to run programs which normally open windows on the WorkBench screen to use a custom screen instead. V 1.01, with source. By Matt Dillon FF65

**MxExample** Example of mutual exclusion gadget handling. Author: Davide Cervone FF31

**MxGads** Demonstrates how to make mutual exclusion of boolean gadgets work, even if they contain Gadget Text. Author: Willy Langeveld FF52

**MyLib** A binary only copy of Matt's alternate run time library. Author: Matt Dillon FF46

**MyCLI** Another CLI for the AMIGA. By Mike Schwartz FF4, AM9

**mydev.asm** Sample device driver. Assembler file. AM5

**mydev.i** Sample device example. AM5

**mylib.asm** Sample library example. Assembler file. AM5

**mylib.i** Sample library example. AM5

**MyMenu** MyMenu allows you to add your own menus to the WorkBench menu strip, to run commonly used commands. MyMenu will allow you to execute both CLI and WorkBench programs, and is configured with a normal text file. Includes source. Author: Darin Johnson FF225

**MyUpdate** A disk update utility that also provides support for automatically stripping comments from C header files and for interactive verification on a per file basis. Author: JoeMueller FF49

**Nag** A shareware appointment calendar with its own editor and a unique 'nagging' feature utilizing the Amiga's voice and audio devices. Version 1.6, binary only. By Richard Lee Stockton FF161

**NameGame** A game based on a popular type of word skill puzzle contest generally sponsored by newspapers. Binary only. Author: Mike Savin, Gladstone Productions FF256

**Names** A shareware program to create and manage mailing lists. Binary only. Author: Ernie Nelson FF122

**Nart** Another display hack from the master himself... Includes source. Author: Leo Schwab FF66

**NComm** A terminal program for the Amiga based on comm version 1.34. Has hot keys for most program functions (including dialing up to 10 phone numbers), PAL and NTSC support for normal or interlaced screens, screen I/O greater than 2400 baud, ANSI/VT100 terminal emulation with full 8 color text support, IBM graphics, optional translation styles, split screen mode, full user control of color palette, full support for all European languages, full serial port control with baud rates up to 19200, script language, phonebook, keyboard macros, and more. Version 1.8, binary only. Author: DJ James, Daniel Bloch, et. al. FF246, FF230

**Ndir** Library that implements the 4BSD UNIX directory access routines (opendir, closedir, readdir, etc). Includes source in C. Author: Mike Meyer FF92

**NEC 8025A** Printer driver for the NEC 8025A. AM9

**Nemesis** This demo is Mark's entry to the Badge Killer Demo Contest. It is quite small for what it does, and won fifth place in the contest. Binary only. Author: Mark Riley FF127, AM25

**NeuralNets** Binary programs for playing with Neuronal Nets using Hopfield & Hamming algorithms. By Uwe Schaefer FF326

**NetHack** This is part 2 of a two part distribution of NetHack, which was too large to fit on a single disk, even when zoo'd. Part 1 is on disk 189. Part 2 is on disk 190. Both parts, along with zoo to unpack them, are required to use or rebuild NetHack. V 2.3 Includes source. Author: Various; Amiga work by Olaf Seibert FF189 & 190

**NetHandler** The Software Distillery's network file system handler (NET:), using Matt Dillon's DNET to mount one Amiga's devices on another Amiga. It also serves as an example file system written entirely in Lattice C. Version 1.0, includes source. Author: Software Distillery FF248

**NetWork** Another program in the long tradition of 'screen hacks' for the Amiga. Won't spoil the surprise by saying what it does. V1.0, includes source in Modula-II. By Fridtjof Siebert FF234

**NeuralNet** Example of Neural Net programming converted to JForth. Demonstrates a programming technique that many say is the wave of the future for software. This is a simple demo that shows neural propagation. Standalone image with source code. Author: Robert E. La Quey, ported by Jack Woehr FF239

**NeuralNets** A neural network example using the generalized back-propagation delta rule for learning, specifically applied to the tabula rasa Little Red Riding Hood instance. Author: Josiah C. Hoskins FF160

**NewDemos** Some new demos, including replacements for the standard 'lines' and 'boxes' demos, that use only a few percent of the CPU time, so it is reasonable to have lots of them running simultaneously to demo multitasking. Binary By Steve Koren FF90

**NewFonts** Set of 28 new Amiga fonts. Author: Bill Fischer FF34

**NewFonts** Two new fonts; shal18, an electronic circuit element font, and ibm5, a PC like font, different from that for Sidecar. Author: Peter Kittel FF71

**NewIFF** Some new IFF material dealing with sampled voice and music IFF files. Posted to usenet by Carolyn Scheppner FF44

**NewPackets** Tutorial downloaded from BIX C-A support section, which describes some new packets and structures in 1.2 AmigaDOS. Author: Carolyn Scheppner FF65

**Newscaster.pic** A TV newscaster in an IFF picture. AM6

**NewStartups** A couple of new Cstartup modules. AStartup.asm is the source to AStartup.obj, with 1.2 fixes and better quote handling. TWStartup.asm is like AStartup.asm but opens a studio window, using a user supplied window specification, when executed from workbench. Author: Commodore, posted to BIX by Carolyn Scheppner FF55

**NewStat** Replacement program for the Amiga DOS STATUS command. Prints task number, priority, address of process, command line being executed, current directory, etc. Author: James Synge FF38

**Newton** Uses the 'Newtons Method' algorithm to estimate both real and imaginary roots of a polynomial of degree 20 or less. Version 1.0, includes source. Author: Daniel Barrett FF164

**NewZAP** A third-generation multi-purpose file sector editing utility, from the author of FileZAP. Displays and edits full 512-byte sectors via a 106 character wide internal font. Includes a search feature to find specific strings or hex digits, forwards or backwards. Update to version on FF 58. Version 3.18, Binary only. Author: John Hodgson FF164, FF58

**NGC** Yet another virus check program. Checks the bootblock on all inserted floppy disks and reports nonstandard ones. Checks the jump tables of all resident libraries and devices and reports suspicious entries. Version 1, includes source in assembly. Author: Ulf Nordquist FF238

**NoClick** A program which silences the clicking of empty drives on the B2000 under AmigaDOS 1.3. It should also work on an A500. This is version 3.6, an update to version to version 3.5 on disk 243. Includes assembly source code. Author: Norman Iscove FF246, FF243, FF241, FF231

**NoIconPos** This program clears the position info of any of your icons to allow WorkBench to pick a reasonable place for the icon again. Useful for disk and drawer icons where Snapshot rewrites the icon and the window information. Written in Modula-2, another demo for M2Amiga, showing the simplicity of programming with this Modula-2 compiler. By Markus. Schaub FF113

**NorthC** A complete freely redistributable C environment for the Amiga based on the Sozobon Ltd C compiler, Charlie Gibb's assembler, the Software Distillery's linker, and portions from other sources. Steve has pulled everything together and added some enhancements in the process. Version 1.0, partial source only. By: Steve Hawtin, et. al. FF340



# FREELY REDISTRIBUTABLE SOFTWARE



**NoSmoking** Sample program showing the use of a recoverable alert while displaying a personal health message. Includes source. Author: Theo Kermandis FF155

**NotBoingAgain** Dr. Gandalf's entry for the First Annual Badge Killer Demo Contest. It is an interlaced HAM animation with nicely integrated sound effects. It is a great visual pun on the original Boing demo, but to say anymore would ruin the effect. Binary only, requires 1 Mb of memory. By Dr. Gandalf (Eric J. Fleischer, MD) FF200

**NoVirus** Another Anti-Virus utility. This one features known and new virus detection, view boot block, save and restore bootblocks, several 'Install' options and more. Written in assembly. V1.56, binary only. By Nic Wilson FF180

**Nro** Another roff style text formatter. This is version 1.5, an update to the version released on disk 79. New features include generation of ANSI/ISO codes for bold, italics, and underline, more than one formatting command on a line, longer macro names, and many more formatting commands. Includes source. Author: Unknown, posted to usenet by Alan Vymetalik Many enhancements by Olaf Seibert FF197, FF79

**NTSC-PAL** Utilities which allow Amigas with the new ECS 1Mb Agnus to easily switch between PAL and NTSC display modes. V1.0, with source in assembly. By Nico Francois FF331

**NuHand** An animation of a hand with fingernails scraping on a desktop, including sound effects. An entry in the 1988 Badge Killer Demo Contest. Binary. By Bryan Carey Gallivan FF210

**Null** A new dos device that behaves like 'NIL' but unlike 'NIL', it is a real handler. It is useful in lots of situations where 'NIL' cannot be used. V 0.0, with source. By Gunnar Nordmark FF188

**objfix** Makes Lattice C object file symbols visible to Wack, C program. In C source code and executable. AM1

**Obsess** Obsess-O-Matic is a real-time puzzle game like Tetrix where the object is to fit the falling pieces together to form complete horizontal rows. Features such as burning, exploding, and invisible pieces enhance game play. Other features such as a puzzle piece editor are included in the version available directly from the author. This is version 1.0, shareware, binary only. Author: Wayne Phillips FF305

**Oing** Displays a window full of little bouncing balls. By Leo Schwab FF33

**Oing, Sproing, yaBoing, Zoing** are sprite-based Boing! style demos. dln C source code and executable. Documentation included. AM14

**Okidata ML-92** Printer driver for the Okidata ML-92. AM9

**OkidataDump** Okidata ML92 driver and WorkBench screen dump program. Does both alpha and graphics. Untested (I don't have the printer). Author: Raimund Gluecker FF15

**OldMan** Shades of Santa digitized in an IFF picture. AM7

**On Your Alert:** Using the system's alerts from ABASIC. Author: John F. Wiederhirn AC4

**OnePlane** Removes the highest number bitplane from the WorkBench screen. Normally used to take Workbench screen from 2 bitplanes to 1 bitplane. This allows CON: style devices to scroll text faster. Includes source. By Ethan Dicks FF329

**one.window** Produces a window with a console attached. Does graphics in the top half and limits the console activity to the lower half. Author: Rob Peck 12/18/85 FF5

**OnlyAmiga** This animation is Iqbal's entry to the Badge Killer Demo Contest. It consists of tree balls being juggled by pyramids rotating on their tops. Author: Iqbal Singh Hans FF126

**OnlyAmiga** This demo is Rob's entry to the 1989 BADGE Killer Demo Contest, where it won 9th place. It demonstrates sound, multitasking, HAM color, the blitter, and more. Binary only. Author: Rob Peck FF268

**OOPS!** Tired of the monochrome background color of your Workbench or CLI? Then try this colorful screen hack to brighten things up! Includes source. Author: Joerg Anslirk FF156

**Optical** Draw several optical illusions. ABASIC program. AM1

**optimize** An optimization example from an AC article, in AmigaBASIC. AM11

**Orbit** Plots the ground trace of satellites on a map of the earth, using the orbital elements for some 130 satellites, from a list which is updated every two weeks on Compuserve. Version 1.2, binary only. Author: Timothy Middendorf FF289

**organ minor chord** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Orthello** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**OSK** A software keyboard, which allows you to type using the mouse. Can be made to send keystrokes to any window, and can be iconified. Includes source. Author: Jonathan Potter FF287

**Othello** An AmigaBASIC Program of the oriental game known as 'go'. AM8

**Othello** Another game in ABASIC by the author of Monopoly. Author: David Addison FF28, AM1

**Othello** Othello game, binary only. By Matthew Bellew FF90

**OverScan** Patches the Intuition library so that sizable windows with MaxHeight of 200 (400 in interlace) and screens with Height of 200 (400 in interlace) will take advantage of the PAL overscan capability of Intuition V1.2. This seems to be useful only for European users that wish to run software written for the American market, without modifying the applications, but still using the additional space. Includes source. Author: Ari Freund FF133

**ownlib.asm** Example of making your own library in Assembly with Lattice. C program. AM4

**ownlib.c** Example of making your own library in C with Lattice. C program. AM4

**P2C** P2C is a tool for translating Pascal programs into C. It handles the following Pascal dialects: HP Pascal, Turbo/UCSD Pascal, DEC VAX Pascal, Oregon Software Pascal/2, Macintosh Programmer's Workshop Pascal, Sun/Berkeley Pascal. Modula-2 syntax is also supported. Most reasonable Pascal programs are converted into fully functional C which will compile and run with no further modifications. V1.13 Includes source. By Dave Gillespie, Amiga port by G. R. (Fred) Walter FF341

**Paccer** A pacman clone with sound and a game screen editor. V1.0, shareware, binary only. Author: Dirk Hoffman FF223

**Pack** Program to strip extraneous whitespace from C programs or header files. Can be used to condense the C compiler header files to free up disk space. Author: Jeff Dickson FF20

**Pack-It** Pack-It will take all the files and directories on a disk and pack them into a single file for electronic transmission via modem. Binary only, shareware. Author: Gary Kemper FF103

**Packetsupport** A link library, for use with Lattice C, providing a few functions to handle DOS packet postage. Includes source. Author: Oliver Wagner FF346

**PacMan87** This is a nice little 'pacman like' game with some new features like fire pits, stabbing knives, electric arcs and flame throwers, that must be avoided. Has three levels of difficulty, easy, medium, and hard. Sounds can be toggled on or off. Keeps a record of the top ten scores. Shareware, binary only. Author: Steve Jacobs and Jim Boyd FF192

**PageCnt** Counts and displays the number of form feeds in a file, along with the length of the longest line. Version 1.0, includes source. Author: Joel Swank FF304

**PagePrint** Prints text files with date/time header, page breaks, and line numbers. Suggested \$10 donation. By Phil Mercurio FF40

**PageSetter** Freely distributable versions of the updated PagePrint and PageIFF programs for the PageSetter desktop publishing package. AM18

**Paint** A simple screen painting program, written in web. Requires web preprocessing program to rebuild from source. Includes source in web. Author: Greg Lee FF128

**PaintBox** Simple paint program. ABASIC program. AM1

**PaintCan.pic** The PaintCan in an IFF picture. AM6

**PaintJet** An 'official' Hewlett Packard PaintJet printer driver received directly from HP sources. Author: Unknown FF129

**Palette** A tool which allows you to change another program's custom screen colors. This is version 1.1. New features include checks for WorkBench startups, checks for HAM, Half Brite, or more than five bitplanes, and more graceful exits. Includes source in assembly. Author: Randy Jouett, CJ Fruge, Carolyn Scheppner, Charlie Heath FF330, FF55, FF1

**PaletteReq** An easy way to set the palette of any screen from your program. Includes source. by: JonathanPotter FF242

**PalTest** Example code of how to determine dynamically whether or not you are running on a PAL machine. Includes source. Author: Christof Bonnkirch FF87

**Panasonic KX-P10xx** Printer driver for the anasonic KX-P10xx family of printers. AM9

**Panel** A universal MIDI patch panel that allows MIDI parameter info to be sent from the Amiga to any MIDI device that can accept param info Version 1.2, binary only. By David Weinbach FF82

**parallel** Text, parallel port spec. AM5

**parallel** Demonstrates access to the parallel port. Author: Tom Pohorsky FF5

**Paranoids** An asylum escape game. Paranoids is a traditional board game played by drawing cards, rolling dice, and moving pieces around the board. Each player has six pieces, four patients and two doctors. The object of the game is to get all of your patients out of the asylum. This is version 1.0, binary only. Author: Richard Anderson and Gary Teachout FF250

**paratest.c** tests parallel port commands. C program. AM4

**ParOut** Shows how to allocate and communicate directly with the parallel port hardware from an assembly language program. With source. By Jeff Glatt (original code by Phillip Lindsay) FF237, FF73

**Parse** A recursive descent expression parser that parses expressions, computes the expression value, and prints it. Includes support for some built in transcendental functions. Includes source in C. Author: John Olsen FF92

**Parsnag** A program to aid in performing color separations on Epson JX-80 printers. Includes source. By John Hodgson FF165

**ParTask** Example program for finding the parent task of your current task. Includes source. Author: Andry Rachmat FF79

**PascalToC** A Pascal to C translator program which is supposed to correctly handle function, procedure, and most type declarations. However, this quick and dirty port didn't fare too well on even a simple little Pascal fragment from Software Tools in Pascal. I don't know if the problem is machine dependencies in the code or bugs. Looks like it could be useful with a little more work than I have time to put into it now. Includes source. Author: James Mullens, enhancements by Dan Kegel FF65

**Password** A program which enhances your computer's security by making it complicated enough that users without your password will get discouraged trying to boot and use your system. This should keep out most casual or nontechnical users. Version 1.21p, binary only. Author: George Kerber FF243

**Paste** A version of the UNIX paste utility. Paste concatenates corresponding lines of the specified files into a single output line (horizontal or parallel merging) or concatenates them into alternate lines (vertical or serial merging). Includes source. Author: David Ihnat FF136

**Patch** A port of the very useful UNIX utility which applies context diffs to text files to automatically update them. This is a port of version 2.0.1.6 (patch level 12), which Eric has dubbed Amiga version 1.0. Includes source. Author: Larry Wall, Amiga port by Eric Green FF296, FF129, FF13

**PatchLoadSeg** This program patches the loadseg routine to automatically detect link viruses when a program is loaded. Displays an alert when a virus is detected in a program being loaded for execution. Version 1.20, includes source. Author: Pieter van Leuven FF331

**PatchNTSC** OS fix to allow the growing number of PAL display programs to be run on NTSC machines. Will patch the Intuition OpenScreen() function to assure screens with PAL height to be opened in interlace mode. Includes source in assembler. Author: Oliver Wagner FF346

**PatEdit** A pattern editor for creating patterns to input to the Amiga SetAPt macro call. This call sets the area fill pattern for the area filling graphics calls such as RectFill, AreaDraw, etc. Includes source. Author: Don Hyde FF130

**Path** An interesting concept in path-searching. This program contains a path-handler that allows you to selectively control or assign your system's search path using script files. Includes source. Author: Rico Mariani FF177

**PathMaster** A file requester with lots of features. Can be easily configured by the programmer to suit a variety of applications. Includes source. Author: Justin McCormick FF245

**PatternLib** A sharable library which implements AmigaDOS pattern matching, and a program that compiles 'fd' files into library headers and interface stubs. Includes source in Draco. Author: Chris Gray (?), posted on BIX by Jeff White FF254

**PCBTool** An early version of a shareware PC Board layout program Lots of options including variable size pads and traces, grids, grid snap, layers, zoom, selectable centering, text and more. This version does not support printer/plotter dumps or libraries. Version 2.6, binary only. Author: George Vokalek FF158

**Peopy** An intuition based disk copier similar to the resident 'DiskCopy'. Version 2.0, It features high speed diskcopy with write-verify and data recovery from damaged tracks. A lot of effort has gone into making this copier friendly in its usage, as well in its multitasking properties. Binary. By Dirk Reisig FF243, FF151

**PcPatch** Patches for PCCopy and PCFormat from the EXTRAS disk, to allow reading, writing, and formatting of any kind of MS-Dos style disks, including 720K 3.5" diskettes. Binary only. Author: Werner Guenther FF218, FF163





# FREELY REDISTRIBUTABLE SOFTWARE

**PCQ** A freely redistributable, self compiling, Pascal compiler for the Amiga. The only major feature of Pascal that is not implemented is sets. This is version 1.1c. It is much enhanced and about four times faster. Includes the compiler source and example programs. Author: Patrick Quaid FF339, FF183

**PcView** Provides the PC community with the opportunity to display IFF pictures to the best of EGA's ability. Displays Amiga pics, IBM-PC Deluxe Paint Pics, Apple II-GS Deluxe Paint Pics, and others in the IFF standard format. Includes source. Author: John Hodgson FF164

**Pdc** An optimizing C compiler for the 68000 processor. Major porting work was done by Jeff Lydiatt to get it to the point where it would compile and execute simple programs on the Amiga. This version now generates metacomco-compatible assembler source code, which can be assembled by the assembler also provided on this disk and then linked by the freely redistributable linker 'blink' (also provided). Includes all compiler source and some library and startup source code. Requires amigalib from developers kit to generate complete running example executables. Author: Matthew Brandt; major porting work by Jeff Lydiatt. FF110

**PDScreen Dump** C program which dumps Rastport of highest screen to printer. AM8

**pdtterm** A simple terminal emulator that does ANSI or DEC VT-100 emulation in 80 cols by 25 lines. Version 1.21. Author: Michael McNerny FF14

**PearlFont** A font similar to Topaz, but with smoothed out edges and more rounded characters. Author: Michael Portuesi FF61

**Pemacs** Microemacs as enhanced by Andy Poggio. New features include use of <ALT> keys as Meta keys, default buffers on buffer switch, mouse support, higher priority to improve interactive response, creation of backup files, paragraph fill, word wrap, query replace, and support for function keys. Author: Dave Conroy, enhancements by Daniel Lawrence FF22

**pena** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**PennyWise** An easy to use, flexible cashbook program using an Amiga Intuition interface. It can be used to keep track of the financial transactions of a cheque, bank, business, or similar account. Shareware, binary only. Author: Pierre A du Parte FF273

**PenPalFont** A font which will make your six year old feel right at home in a CLI window. Cute. Author: Burton Ogden FF73

**people talking** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**PeopleCable** IFF picture resembling an old BYTE cover. AM7

**Pere-et-Fils** Example of creating and using reentrant processes. Includes source. Author: Jean-Michel Forgas FF105

**PerfectSound** Perfect Sound demo, with a sound editor and sample sound files. Looks very nice. Author: Anthony Wood FF50

**Perl** Practical Extraction and Report Language, an interpreted language optimized for scanning arbitrary text files, extracting information from those text files, and printing reports based on that information. Author: Larry Wall FF161

**PersMail** Demo version of shareware personal/personnel file manager. Includes list processing, capability to run mailing labels, mail merge output feature, and more. Demo version is binary only and limited to input mode. Suggested donation of \$24 for the 'real' version. Author: Breen and Associates FF67

**PetCLI** An AmigaBASIC program that allows editing in CLI command lines (similar to the PET and MYCLD). Includes source. Author: Peter Kittel FF71

**PetersQuest** This cute game has you, the intrepid Peter, following a trail of hearts through a world of 20 levels, ridden with porcupines and other hazards, to rescue Daphne, the love of your life that has been kidnapped by the evil Brutus. Version 1.0, binary only. Author: David Meny FF224

**PETrans** translates PET ASCII files to ASCII files. In C source code and executable. Documentation included. AM14

**PeX** A demo of the various graphics capabilities of the Amiga. Author: Unknown (no documentation included) PictureGarden Another demo, apparently in compiled basic. Author: Unknown (no documentation included) FF206

**Piano** Simple piano sound program. AM21

**PickPacket** PickPacket gives you a visual display of the DosPacket structures that are sent to handlers, and lets you see the results. You can actually perform handler operations such as open files, read or write data, Examine or ExNext locks, and so forth, all by talking directly to the file system handler involved using PickPacket. V1.0, with source. Authors: John Toebes and Doug Walker FF227

**Pictures** Miscellaneous pictures selected from dozens of pictures that have come my way since the last full art disk. Author: Rich Payne, Grace Rohlfis, and others. FF45, FF11

**PigLatin** Tired of the 'say' command? This one will translate and speak your input in pig latin! Author: Thomas Clement FF18

**pigs** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Pilot** An implementation of the PILOT language for the Amiga, including a demo done for the National Park Service. PILOT is a limited use language for use in educational and computer based instruction programs. Binary only with Beta test kit available from authors. Author: Terry LaGrone FF150

**PinballConstSet.pic** A screen from Pinball Construction Set in an IFF picture. AM6

**pinwheel** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. It is not certain whether which of the two early basics this program used. FF13

**pipe organ** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**PipeDevice** A working 'pipe' device, which allows the standard output of one process to be fed to the standard input of another process, with both processes running concurrently. Author: Matt Dillon FF55

**PipeHandler** An AmigaDOS pipe device which supports OPEN, CLOSE, READ, WRITE, LOCK, EXAMINE, and EXNEXT. Thus you can have 'named pipes'. It also supports 'taps' on a pipe, to capture all data flowing through the pipe. Version 1.2, includes source. Author: Ed Puckett FF84

**PKAZip** The PKWARE ZIP tool for the Amiga. Provides functions to create, examine, extract, test, modify, display, and print files which are in the ZIP compressed format. Uses a full Intuition interface with no CLI support. This is version 1.01, Binary. By PKWARE Inc, Amiga version by Dennis Hoffman FF318, FF311

**Planets** Some routines ported to the Amiga by Bob Leivian, that compute the location of the planets (as viewed from a specific point on the earth) and the phase of the moon, for an arbitrary date and time. With source. by Keith Brandt VIII, Jim Cobb, F. T. Mendenhall, Alan Paeth, Petri Launialainen, Bob Leivian FF321

**Plasma** A plasma cloud generator program that uses the extra halfbyte mode. Plasma clouds are a special form of fractal which show very smooth color gradations. Version 1.f, includes source. Author: Roger Uzun FF285

**Plot** Short, simple, no-frills IFF reader program, and a sample picture made using a ray tracing algorithm. Author: Jim Kent FF35

**Plot** A shareware 3D graphing program written in AmigaBASIC, with some sample output plots. Source available from author. Author: George Trepal FF121

**Plot** Program to compute and plot 3 dimensional functions. Version 4.1, major revisions, binary only, shareware. By Terry Gintz FF175, FF49

**Plot** A package for making 2D and 3D plots conveniently. AG Baxter wrote the intuition interface program (Plot) and Tim Mooney wrote the MultiPlot and ThreeDPlot programs, which are called from Plot. This is version 1.2 and includes source to Plot. Author: AG Baxter, Tim Mooney FF231

**Plot6** A star plotting program. Short on documentation and user friendliness, but interesting. Includes source. By Darrin West FF85

**PlotData2D** Plots data onto a custom user defined screen and window, reading the plot and screen/window definitions, along with the X and Y data pairs, from a disk file. Supports linear, log-log, and semi-log axis plots. The data can be plotted with lines, symbols, or both. Includes numerous example plots. Version 1.0, includes source in Fortran. Author: Robert C. Singletary Jr. FF288

**PlotView** A couple of programs, Plotview and Plot2Am, for viewing UNIX plot files. Also included are two sub-directories: Plot — a device independent plotting package for the Amiga, compatible with the UNIX plot subroutine package and Plot2Tek — converts UNIX plot format files to Tektronix 410x terminal graphic commands. Source included. Author: Joel Swank FF165

**Plot** A library of C functions useful for scientific plotting on the Amiga. The library is Lattice C compatible. Contour plotting, three dimensional plotting, axis redefinition, log-log plotting and multiple subpages are a few of Plot's features. The plots can be displayed on a monitor or sent to a graphics file for subsequent printing. This is version 2.6. This version includes a greatly improved intuition interface, preferences support for hardcopy, several new device drivers, and the capability of adding additional device drivers easily. Includes source. Author: Tony Richardson FF340, FF222

**PlusCR** Companion program to StripCR, it reverses the procedure. PlusCR produces a file ready for use on systems which require both the CR and LF characters to mark the end of a line (such as those running MS-DOS for example, includes source in assembly. Author: Bill Nelson FF237

**pm** A chart recorder performances indicator. AM11

**pointerEd** Pointer and sprite editor AmigaBASIC program. AM11

**PolarView** A planet view in an IFF picture. AM6

**Police** Simple police siren sound. ABASIC program. AM1

**Poly** A polygon drawing demo using the Area Move, Area Draw, and Area End functions. Author: John Olsen FF52

**Polydraw** A drawing program written in ABASIC. Author: David Addison FF15

**Polyfractals** A fractal program written in ABASIC. Author: David Addison FF15

**Polygon** A moire type pattern generator but with color cycling. Author: TerryGintz FF49

**PolyRoot** Another Polynomial root-finder using the Newtonian algorithm. Nicely done in AmigaBASIC with good documentation file. Version 2.00. Author: Jon Giorgini FF164

**PopCLI** Provides a simple way of starting another CLI at any time without having to load workbench or exit whatever program you may be using. Also has a built in screen saver mode that automatically blanks the Amiga console screen when there has been no input for a specified period of time. Version III with source. Author: John Toebes FF84, FF40, FF35, AM15, AM12

**PopColours** Lets you change the Red/Green/Blue components of any color register, on any screen currently in the system. Uses a movable window with slider gadgets. Very well done. Version 1.0, Nov. 1986. Author: Chris Zamara and Nick Sullivan FF43

**PopDir** A small utility which 'pops open' to help you look at the contents of a particular directory on demand. Version 1.6 with source. Author: Jonathan Potter FF287, FF204

**PopInfo** A small utility which 'pops open' to give you information about the status of your devices and memory. This is version 3.1, with source. By Jonathan Potter FF242, FF223, FF204, FF172

**PopLife** A PopCLI type thingie that instead plays life all over your screen. Lots of bits and pieces from Tomas Rokicki's blitlab and John Toebes' PopCLI. Includes source. By Olaf Seibert FF111

**PopScreen** A small hack to pop a hidden screen to the front from the CLI. This was written to allow the author to use VLTjr with other programs that also use custom screens. Source included. Author: Stephen Vermeulen FF326

**PopUpMenu** Example code implementing pop-up menus that are reasonably compatible with Intuition menus. Includes source. Author: Derek Zahn FF96

**Porsche** A Porsche in an IFF picture. AM6

**portar** Portable archiver. Used to bundle text file up into a single file for transmission as a unit, or otherwise handling as a single file. 'Portable' because the code itself is portable and because the archive format is very simple (uses ASCII headers to separate files). From Decus C distribution. Author: Martin Minow FF2

**PortHandler** A sample Port-Handler program that performs the functions of the standard Port-Handler. Shows what the BCPL environment looks like from the handler point of view. Author: John Toebes VIII FF20

**potgo.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**PowerPacker** A shareware command and data cruncher, with a full intuition user interface. Executable files which are crunched are automatically decrunched upon execution, thus saving precious disk space on systems without hard disks. Version 2.3b, binary only. Author: Nico Francois FF253

**PowerWindows** PowerWindows aids in creation of custom windows, menus, and gadgets. It will write C or assembly source implementing these, for linking with your programs. Binary only. Author: Inovatronics Inc. FF71

**PPMore** A 'more' replacement program that reads normal ascii text files as well as files crunched with PowerPacker. The crunched files can result in consider disk space savings. Version 1.5, binary only. Author: Nico Francois FF334, FF302

**PPrefs** Preferable Preferences is a program designed to replace the standard preferences, that is shorter, more efficient, and easier to use. Binary only. Author: Jonathan Potter FF242

**PPShow** A 'show' program for normal IFF ILBM files or ILBM files crunched with PowerPacker. The decrunching is done automatically as the file is read. Version 1.0, binary only. Author: Nico Francois FF334



# FREELY REDISTRIBUTABLE SOFTWARE



**Pr** A little utility to print listings in different formats. Similar to the UNIX 'pr' program. With source. By Samuel FF122, FF34, AM15

**Prep** Version 2.1 of a Fortran preprocessor called 'prep', an alternative to ratfor. Prep has better macro facilities, a concise shorthand for array and vector statements, all the standard flow control constructs of forth, and is written in generic, portable C (I made no source changes). Includes source. By Roger Ove FF65

**PrFont** Prints a sample of each font from the fonts: directory. Draws one line of each font on a custom hires screen, which can be printed. Version 1.3, includes source. By Joel Swank FF305

**printintr.c** Sample printer interface code. C program. AM4

**Print** Small print utility designed to replace the 'copy <filename> to prt:' command. Opens a window displaying the filename being printed, length, and a status bar showing percent completed. Also includes an abort gadget. V1.0, binary. By Luciano Bertato FF184

**print.support** Printer support routines. Currently won't compile, missing a header file 'local.h'. Author: unknown FF5

**Print1.2** Another CLI-based printing utility with several nice features including the ability to print in ASCII or HEX, with or without line numbers and a CTRL-C Trap. Includes source. Author: John F. Zacharias FF174

**printer** Printer pre-release copy of the chapter on printer drivers, from RKM 1.1. AM4

**printer** Shows how to open and use a printer, does a screen dump of the workbench screen if there is a graphics-capable printer attached. Currently does not compile under Lattice C Ver3.02 and does not link under Lattice C Ver3.03. By Rob Peck 12/1/85 FF5

**Printer driver** Text files for building your own printer drivers, including dospecial.c, epsdata.c, init.asm, printer.c, printer.link, printtag.asm, render.c, and wait.asm. AM5

**PrinterStealer** A program similar in function to 'Cmd' that allows diversion of output destined for the printer to a file for future output or debugging purposes. Binary only, source available from authors. Author: Alex Livshits and J-M. Forges FF95

**PrinterTip** A text file instruction for sending escape sequences to your printer. AM9

**PrintText** Program to display ASCII text files on the screen with scrollbar, arrow gadgets, automatic word-wrap, a search function, speech, IFF picture loading, and online help. Version 1.2, binary only. Author: Opher Kahane FF90

**PrintHandler** A custom PRT: driver which offers easy single sheet support as well as limited data spooling. Version 1.1, includes source. Author: Olaf Barthel FF282

**PrintIt** A program to print IFF pictures on Epson compatible 9-pin printers. Prints in many resolutions, with many ways to convert color pics to black and white. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert FF234

**PrintPop** A utility to enable the user to send some common control settings to the PRT: printer device. When installed, a left-amiga F1 sequence will pop up a small window with various options. Includes source. Author: Robbie Atkins FF108

**PrintSpool** A print-spooling program. Very useful for printing files in the background. Many command-line options. Version 1.0.0, includes source. Author: Francois Gagnon FF154

**PrintSpooler** EXECUTE-based print spool program. AM8

**PrivHndlr** A privilege violation handler for the 68010 cpu. Like Decigel, but survives a reboot so you can use it with copy protected programs that run from boot. Version 3, includes source in assembly code. Author: John Veldhuis FF230

**Proc** Example program of how to create a full-fledged DOS process without needing to call LoadSeg first. Based on an idea presented at BADGE. Includes source. By Leo Schwab FF236

**ProCalc** A program that simulates an HP-11C programmable calculator. Lots of enhancements and bug fixes in Version 1.2, binary only, shareware. Author: Gotz Muller FF172, FF139

**proctest** Sample code to create a process, set up message ports, pass messages, etc. Sample slave code for create process test (littleproc.c) currently does not link under either Lattice C 3.02 or 3.03 (unresolved global variables not in libraries) By Rob Peck FF5

**proff** Another text formatting program. This one is significantly more powerful than any of the others previously distributed on these disks. FF9

**ProffMacros** Subset implementations of the Berkeley 'ms' and System V 'mm' macropackages, for the proff program. Author: Tony Andrews and George Walker FF46

**Profiler** A real time execution profiler for Manx 3.30E. Using this you can identify what sections of your program are using the most

time, or being executed the most, and optimize as appropriate. I was able to double the speed of some programs by using this tool. Includes source. Author: Tomas Rokicki FF48

**ProgUtils** Some miscellaneous programming utilities and examples. With source in assembly. By Jorrit Tyberghein FF302

**PropGadget** Example code for using proportional gadgets, written in assembly code and C, that can be called from your own application. Includes source. Author: Jerry Trantow FF269, AM21

**ProSuite** This is the Amiga Programmers Suite Book 1.01. The suite provides example code of facilities that every programmer needs (such as FileIO Requester), provides examples of new facilities (such as XText and DoRequest), and provides a tutorial on how to program the Amiga. With source. By R.J. Mical FF107

**prtbse.h** Printer device definitions. C program. AM4

**PrtDriver** A printer driver for the Toshiba '3 in one' printer in its Qume (best) mode. Includes source in C and assembler. By Rico Mariani FF128

**PrtDrivers** A couple of new Printer Drivers. One for Digital Equipment's LN03+ laser printer, and one for Mannesmann Tally's MT420d dot matrix. Authors: DEC LN03 — Bernie Mentink MT420d — Sascha Wildner FF164

**PrtDrvGen** Program to automatically generate custom printer drivers. Version 2.2b, binary only, source available from author. Author: Joergen Thomsen FF90, FF60

**PrtDrvGen2.3** Latest version of a printer driver generator. AM22

**PrtSpool** A DOS handler, a print program, and a control program that implement a print spooling system. Like PRT:, the DOS handler waits for stuff to be sent to it to be printed. The print program does line numbering and page headers. The control program handles administrative functions. Binary only. By Daniel Barrens FF216

**Ps** A program to display process priorities and another program to set a process's priority to any arbitrary valid value. Very useful to provide finer control over your multitasking environment. Author: Dewi Williams FF26, AM11

**PsIntpr** A postscript interpreter that reads postscript files and previews them on an Amiga screen. Interactive input and output takes place in a small window. The page to be show is composed behind the window in an interlaced screen with 16 colors. Can also take input from a file. With assembler source. By Greg Lee FF101

**PSound** SunRize Industries' sampled sound editor & recorder. AM15

**PtAnim** Program, includes lots of samples, a utility program and instructions on creating your own animations. Be sure to also read the 'Disclaimer' in the author's ReadMeFirst file. Binary only, shareware. Author: Tim Kemp FF170

**Purty** Provides an easy way to change some common printer settings via a small window with several gadgets. Binary only. Author: Charles Tyson FF66

**PushOver** A neat little board strategy game, in AmigaBASIC. Push your pieces onto the board until you get five in a row in any direction. Includes source. Author: Russ Yost FF122

**Puzzle** Simulation of a puzzle with moving square tiles. Executable only. Author: Bill Beogelein FF32

**PuzzlePro** Create a puzzle from an IFF picture, which the user can then piece back together again. Written in AmigaBASIC. Version 1.0, binary only, shareware, source available from author. Author: Syd Bolton FF122

**PWDemo** Demo version 1.2 of the commercial product. FF71

**PW\_Utility** A shareware utility for ProWrite users, changes margin settings and font types. AM25

**Pyro** A screen blanking program that goes beyond the normal blanking process. When there are no input events, pyro takes over and starts a little fireworks display in color. V1.1, binary only. Author: Steve Jacobs and Jim Boyd FF199

**Pyth** A program to draw the Tree of Pythagoras. Version 1.1, includes source. Author: Andreas Krebs FF238

**Pz15** Computer version of those cheap plastic puzzles with 15 white tiles numbered 1 through 15 and an empty square in a 4 by 4 arrangement. This one is more challenging since you can't solve it by just juggling the pieces. With source. By Mike Hall FF191

**QBase** Quick-Base is a 'MailBase Management utility', that lets you define and maintain records of your family, friends, and other associates. Currently a maximum of 200 records per file. Binary only. Author: Kevin Harris FF98

**QMan** Mandelbrot generator written partially in assembly for speed. Includes source. Author: Steve Bonner FF130

**QMouse** A very small mouse accelerator (4K) written in assembly language, but with most of the features of its larger cousins. Not related to QMouse on disk 49. This is version 1.6, shareware, binary only. Author: Lyman Epp FF262, FF49

**qsor.asm** UNIX compatible qsorO function, source and C test program. Assembler program. AM2

**Qt2** A cute program that gives the time the way many people actually do, i.e. 'it's nearly ten to five'. Includes source in assembly. By Charlie Gibb FF186

**Quattro** Another Tetris like program. Has three levels of play difficulty, sound effects, a 43-color background, next stone preview, and joystick or numberpad control. Version 1.0, binary only, source available from author. Author: Karl-Erik Jens FF230

**QueryAny** Simple program for use in CLI scripts to query for yes/no decisions. Includes assembler source. By Mark Smith FF79

**queryWB** asks Yes or No from the user returns exit code. Source code and executable program. AM14

**quick** A quick disk-to-disk nibble copier. Executable program and documentation. AM12, AM1

**QuickCopy** Three versions of quickcopy, a nice little full diskcopier. Two of the versions are capable of making backups of 'protected' Electronic Art's disks. By Dave Devenport FF35

**quickEAD** Program copies Electronic Arts disks, removes protection. Executable program and documentation. AM12

**QuickFlix** An IFF slideshow and cel animation program that takes full advantage of the Amiga's multitasking operating system, supports all the graphics modes, can run with internal timing or be triggered by an external source, caches images in memory to achieve rapid frame rate, etc. V 0.13, binary, shareware. By Jeff Kunzelman, Rodney Iwashina, Takeshi Suganuma FF106, AM24

**QuickHelp** A utility that helps you make and display your own help files for commands. Disk space usage is minimized by using PowerPacker to crunch the help files. Version 1.2, binary only. Author: Jorrit Tyberghein FF302

**QView** A very small file view program (only 3K) written in assembly language, but with most of the features of its larger cousins. V 1.1, shareware, binary only. By Lyman Epp FF262

**RadBoogie** This demo, which won 7th place in the 1989 BADGE Killer Demo Contest, uses almost all features of the Amiga extensively, including the copper, blitter, sprite hardware, 68000 machine language, and preemptive prioritized multitasking. With source. By Dave Quick, Mark Riley, Tomas Rokicki FF269

**RainBench** Simple program which cycles the hardware color register to get an interesting effect on your workbench screen. Binary only. Author: Brendan Keliher FF90

**RainBow** Marauder-style rainbow generator. Installs a user copper list such that the background color is changed every few scan lines. Includes source. Author: John Hodgson FF58

**RAMCopy** A copy program designed for machines with 1 meg or more of RAM and only one disk drive. Allows you to copy a complete disk in only one pass. Author: Stephen Gunn FF165

**RAMdisks** Text file with tips on setting up your RAM disk. AM1

**RAMSpeed** Program to measure ram memory speed, comparing the internal to the external memory. By Perry Kivolowitz FF31

**Random** Random number generator in assembly. Much faster than versions using floating point. Can be used by either assembly or C programs. Author: Steve Beats at Commodore-Amiga FF20

**Random** Simple random number generator in C. Includes source. Author: Gene Toole(?) FF74

**random-circles** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**RatMaze** 3D rat maze game in AmigaBASIC. AM8

**raw** Example sample window I/O. C program. AM1

**RawIO** Example of how to set your standard input to what is commonly known as 'raw' and/or 'CBREAK' mode on UNIX systems. Includes source. Author: Chuck McManis FF85

**RayTracePics** Ray tracing pictures, some of which appeared on FF39, but now in IFF HAM format for MUCH faster loading and compatibility with existing IFF tools. Author: Dave Wecker FF44

**RayTracer** A simple ray tracing program. It is capable of depicting up to 150 balls and a plane that is covered with a tiling of any bit mapped picture. Binary only and sparse documentation. Author: Friedrich Knauss, Steve Williams, Jim Horn and Mark Reichert FF66

**RCS** The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that





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is revised frequently, for example programs, documentation, graphics, papers, form letters, etc. This is RCS version 1.2, and includes source (the source to the GNU diff program used with this distribution of RCS can be found on disk 281). Author: Walter Tichy. Amiga port by Raymond Brand. FF282

**Readme** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**ReadmeMaster** A nifty little database for finding those programs that you know exist somewhere (???) in the AmigaLibDisk library. Maintains a key-word dictionary of the Contents descriptions that allows searching by disk number, program title, author's name, or some other descriptive word. Currently supports disks 1-154 with frequent updates from the author. Binary. By Harold Morash FF163

**Record-Replay** A program that records a sequence of mouse and keyboard events as they occur and stores them in a file. The file can be played back to cause the same sequence of events to occur again. Very useful for creating demonstrations of programs or documenting repeatable bugs. This is version 2.0, an update to the version on disk 95. Shareware, binary only. Author: Alex Livshits and J.-M. Forgeas FF105, FF95

**RecurDir** A recursive directory program that is useful as an aid in ZOOing files in nested directories. Allows one to easily ZOO the complete contents of a disk. With source. By Stephen Vermeulen FF284

**Regex** An Amiga shared library version of the GNU regular expression package from the Free Software Foundation. A regular expression is a concise method of describing a pattern of characters in a string. By use of special wildcards, almost any pattern can be described. A regular expression pattern can be used for searching strings in such programs as editors or other string handling programs. Version 1.0, includes source. Author: Edwin Hoogerbeets, FSF, Jim Mackraz FF248

**Regexp** A nearly-public-domain reimplementation of the V8 regexp(3) package. Gives C programs the ability to use egrep-style regular expressions, and does it in a much cleaner fashion than the analogous routines in SysV. With source. By Henry Spencer FF179

**regintest.c** Region test program. C program. AM4

**region** Demonstrates how a drawing area can be split into linked rectangular regions. Draws a rectangle in a single playfield display, then draws 'Behind a Fence' several times behind an apparent fence in the rectangle. Only works under Lattice Ver3.03. Author: Rob Peck FF5

**REMCRC V1.00** Utility to remove CR's in files FF168 & 169

**RemLib** Provides a specified library (if currently unused) or displays some information about all available libraries. Version 1.11, includes source in assembler. By Heiko Rath FF178, FF139

**RemoteLogin** A couple of programs which make possible remote access to your Amiga. One program checks the serial port for an incoming call, and starts a program when it is detected. The other is a password protection program which allows starting various programs based upon login id, thus providing some minimal security for your computer. With source. By Dave Kinzer FF247

**RepString** Nice little CLI utility to replace any type of string in any type of file with another string of any type. V1.0, binary only, shareware. By Luciano Bertato FF180

**Requester** A file name requester that looks like the one used in Deluxe Paint, and a sample program for using the requester. With source. By Kevin Clague, enhancements by Randy Finch FF84, FF34, AM9

**requesters** Sample program and documentation for building and using requesters. John worked REAL hard to dig out all the information in this one! Author: John Draper (aka 'crunch') FF1

**ReSourceDemo** A demo version of ReSource, an interactive disassembler for the Amiga. This is a complete version except that the 'save' features have been disabled. This is version 3.06. Binary only. Author: Glen McDiarmid FF232, FF192

**RevBut** Another InputEvent hack, giving you a toggling right mouse button. V 1.0, with source. By Michael Balzer FF332

**Reversi** Plays the classical reversi game on an 8 x 8 square field. Version 2.0, an update to version 1.2 on disk 245. Includes source in assembly language. Author: Marc Fischlin FF305, FF245, FF38

**RexxArLib** A library which originally was supposed to be an ARexx interface to the ARP library. However, it has also become an interface to various Intuition functions, containing over 50 functions including a file requester, string/boolean requester, environment variable functions, simple message window, wildcard expander, etc. V2.3, an update to FF178. Binary only. Author: W.G.J. Langeveld FF227, FF178

**RexxHostLib** This is a shared library package to simplify the ARexx host creation/management procedure. Rexx-message parsing is also included making it possible to control ARexx from programs such as AmigaBASIC (can you imagine AmigaBASIC controlling AmigaTeX?). With source. By Olaf Barthel FF325

**RexxMathLib** A library which makes various high level math functions such as sin, tangent, log, etc, available in ARexx. V1.2 and 1.3, binary only. Author: W.G.J. Langeveld FF227

**RexxPIPlot** A library of C functions useful for scientific plotting on the Amiga. The library is Lattice C compatible. Contour plotting, three dimensional plotting, axis redefinition, log-log plotting and multiple subpages are a few of Plplot's features. The plots can be displayed on a monitor or sent to a graphics file for subsequent printing. This is RexxPIPlot version 0.3, an update to Plplot version 1.00 on disk 222. New features include an ARexx interface, support for IFF output, support for PostScript output, support for Preferences, some new functions, bug fixes, and more. Includes source. Author: Tony Richardson, Samuel Paolucci, Glenn Lewis and Tomas Rokicki FF306

**rgb** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**rgbttest** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Rhodes piano** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Ripples** This animation is one of Allen Hastings' entries to the Badge Killer Demo Contest. Unlike most other animations, it shows a fixed object from a moving point of view, rather than a moving object from a fixed point of view. By Allen Hastings FF127

**RistiNolla** A Finnish game. The name means something like CrossZero, and is also called Go-Moku. Version 1.0, shareware, binary only. Author: Mika Pihlajamaki FF106

**RKMCompanion** A two disk set of material created by Commodore for use with the 1.3 revision of the Amiga ROM Kernel Reference Manual, Libraries and Devices, published by Addison-Wesley. Almost 300 files, including C source code examples and executables, have been packed into two 1440 archives, one for each disk of the two disk set. These examples are not public domain, but may be used and distributed under the conditions specified in the copyrights. Author: Commodore Business Machines, Inc. FF344

**RoadRoute** A trip planner that takes a list of cities and a list of known routes between cities, and generates the distance and time required to reach your destination. An update to FF 251, with an expanded database of cities and roads for New Mexico, Texas, Oklahoma, Kansas, Nebraska, South Dakota, Louisiana, Arkansas, Missouri, Colorado and Mississippi, added by Fred Mayes and Gary Delzer. Includes source. By: Jim Butterfield, Fred Mayes, Gary Delzer FF328, FF251

**Robert** Grey scale digitization of a startled young man, an IFF picture. AM7

**Robot** A picture of a robot arm grabbing a cylinder. AM12

**Robot** IFF picture of toy robot. AM7

**Robotroff** Another of Leo's cute little display hacks. This one has a definite attraction to pointers (don't want to spoil the surprise) Author: Leo Schwab FF59

**Rocket** Another program in the long tradition of screen hacks. This one zeroes in on your mouse pointer. Binary only. Author: Lars Clausen FF303

**Rocket** Another interesting Workbench display hack. This one is really a game in disguise. It is the same as the one on FF82, but also includes source. Author: Peter daSilva FF85, FF82

**roff** A 'roff' type text formatter, roughly following 'Software Tools' version. Somewhat upwardly compatible with UNIX 'nroff' command. Author Ken Yap FF3

**RolandD110** A program to transfer sound samples between the Amiga and a Roland D-110. Version 1.0, binary only. Author: Dieter Bruns FF255

**RolandS220** A program to transfer sound samples between the Amiga and a Roland S-220. This is version 2.0, an update to MIDISOFT version 1.0 on disk 199. Includes several enhancements. Binary only. Author: Dieter Bruns FF255

**RollOn** A Soko-Ban like shareware game, submitted by the author. Includes both English and German versions, a level editor, and digitized sounds. Version 1.1, binary. By Tobias Eckert FF302

**ROMWack** Text files with tips on using ROMWack. AM1

**ROR** AmigaBASIC boggling graphics demo. AM8

**ror** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Rord** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Roses** A program that draws sine roses. Implements an algorithm given in the article 'A Rose is a Rose ...' by Peter M. Maurer in American Mathematical Monthly, Vol 94, No. 7, 1987, p 631. A sine rose is a graph of the polar equation 'r = sin(n\*d)' for various values of n and d. By Carmen Artino FF345

**ROT** C version of Colin French's AmigaBASIC ROT program from Amazing Computing. ROT edits and displays polygons to create three dimensional objects. Up to 24 frames of animation can be created and displayed. E-D AM18

**Rot** Program which generates and displays 3D objects. Consists of two pieces, an object editor and an action editor. The object editor creates 3D objects and the action editor defines up to 24 3D views of an object (which can be quickly cycled to get an animation effect). Version 0.5, binary only. By C. French FF71

**RPSC** A reverse polish scientific calculator. RPSC is a programmable RPN calculator in the Hewlett-Packard tradition. It supports operations with real numbers, complex numbers, matrices, and 3-D vectors, as well as storage and recall of labeled variables. Data and programs may be saved, loaded, or written as ASCII text, to AmigaDOS files. V1.1, binary. By Gary Teachout FF250

**RSIClock** Yet another nice little clock utility that can sit around in your title bar. Lots of options. Version 1.3, binary only. Author: Roy Laufer FF67

**RTCubes** A little graphics demo that shows 16 3D cubes in a 3D space, all being translated, rotated, and drawn on the screen in real time. Binary only, takes over the machine, reboot to recover. Author: Ralph Russell FF67

**Rubik** Translation to C of a Rubik's Cube solver program originally written in Basic by John Murphy. Includes versions to do an 'unwrapped' 2D solution, and a more visual 3D solution. Version 0.0, includes source. Author: Roger Uzun FF285, FF29

**RunBack** Allows you to start a new CLI program and run it in the background, then closes the new CLI. This is version 6, an update to the version on disk 152 (the version on disk 214 appears to be on a different evolutionary path). This version compiles under Lattice with many optimizations enabled, and can be made resident. Includes source. Author: Rob Peck, Daniel Barrett, Greg Searle, Doug Keller FF240, FF214, FF152, FF65

**RunBackGround** Ancient history, but when I went looking for it on my disks, it was apparently something I missed. This program performs a function similar to that performed by RunBack on FF66, but this one is in C rather than assembler. Includes source. Author: Rob Peck FF73

**Rxii** An ARexx interface library that makes it easy for programs to implement a complete, robust ARexx interface with minimal effort. Version 1.0, includes source. Author: Don Meyer FF299

**S220to8SVX** Converts sound samples from a Roland S-220/S-10/MKS-100 to 8SVX IFF 8-bit samples. Version 1.0, binary only. Author: Dieter Bruns FF286

**Sabotage** Sort of an adventure game. ABASIC program. AM3

**sabotage** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**SafeBoot** Very handy intuition-based program to read and save custom bootblocks. The bootblock can then be later restored should the disk become virus-infected. Version 2.2, binary only. Author: Mark Lanoux FF175

**SafeMalloc** Ever have a program that corrupts its own memory? Well, this little gem can help you find the problem in a hurry. Acts as an interface between your program and the real malloc, checking for overrun, under-run, and duplicate freeing of malloc'd space. Author: Bjorn Benson, modifications by Fred Fish FF27

**salestalk** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Sam** Another IFF sound player with several command-line options, plus several samples. V1.0, binary. By Nic Wilson FF182

**Samp** Documentation and interface library for an IFF FORM SAMP, 16-bit sampled sound file format. This format allows more than one waveform per octave, and the lengths of different waveforms do not have to be factors of 2. Includes a utility to convert 8SVX files to SAMP format. Version 1.0, binary only. Author: Jeff Glatt FF307



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**SAMP** An IFF sampled sound format designed for professional music use. It can be used for 16-bit samples, multiple waveforms, etc. Includes a SAMP reader/writer shared library, interface routines, and programming examples. Includes a program to convert 8SVX to SAMP. By Dissidents Software FF348

**samplefont** A sample font that produces clubs, hearts, spades, and diamonds as its four characters. Shows precisely what is contained in an Amiga font. Author: Unknown FF5

**Sand** This program has 'magnetic grains of sand' that follow the pointer wherever it goes. Cute. Binary only. Author: Eric Vaughan FF82, AM21

**SASTools** Various submissions from 'Sick Amiga Soft'. Includes some virus tools, some screen hacks, some small games, and miscellaneous utilities. Includes source in assembly and Modula-II. Author: Jorg Sixt FF338

**Saturn** An IFF picture. AM6

**Saucer** Simple shoot-em-up game. ABASIC program. AM1

**SaveILBM** This program saves any screen as an IFF pic. Executable program and documentation. AM8, AM7

**saxophone** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Sb** Structure browser, that displays system structures via pointers found in other structures. You start from IntuitionBase and go from there. Version 1.0, includes source. Author: Nick Sullivan and Chris Zamara FF69

**SBProlog** Volume 2 of the 2 volume Stony Brook Prolog (SBP) distribution, version 2.3.2. This volume contains the C and Prolog source code. Volume 1, on FF 140 contains the executables and libraries. From the SB-Prolog System, Version 2.2 User Manual: 'SB-Prolog is a public-domain Prolog system for UNIX(tm) based systems originally developed at SUNY, Stony Brook. The core of the system is an emulator, written in C for portability, of a Prolog virtual machine that is an extension of the Warren Abstract Machine. The remainder of the system, including the translator from Prolog to the virtual machine instructions, is written in Prolog.' In addition to providing a compiler, SB-Prolog also offers advanced features such as dynamic loading, mixing of compiled and interpreted code, macros, extension tables, a debugging facility offering two levels of tracing, profiling tools, and other utilities. Authors: Logic Programming Group at SUNY, Stony Brook. Amiga port by David Roch and Scott Evernden FF141

**SBProlog V1.a** Volume 1 of the 2 volume Stony Brook Prolog (SBP) distribution, version 2.3.2. This volume contains the executables and libraries. Volume 2, on FF 141, contains the C and Prolog source code. From the SB-Prolog System, Version 2.2 User Manual: 'SB-Prolog is a public-domain Prolog system for UNIX(tm) based systems originally developed at SUNY, Stony Brook. FF140

**SBProlog V1.b** The core of the system is an emulator, written in C for portability, of a Prolog virtual machine that is an extension of the Warren Abstract Machine. The remainder of the system, including the translator from Prolog to the virtual machine instructions, is written in Prolog.' FF140

**SBProlog V1.c** In addition to providing a compiler, SB-Prolog also offers advanced features such as dynamic loading, mixing of compiled and interpreted code, macros, extension tables, a debugging facility offering two levels of tracing, profiling tools, and other utilities. Authors: Logic Programming Group at SUNY, Stony Brook. Amiga port by David Roch and Scott Evernden FF140

**Sc** Program which demonstrates generation of good looking pseudo-random scenery. Includes source in C (translated from Draco version on FF61). Author: Chris Gray FF87

**Scales** Sound demo plays scales, C program in C source code and executable program. AM3

**scales** Demonstrates use of the Audio functions in the ROM to produce four voice sounds. It uses a simple waveform (sawtooth) with no amplitude control (ie, envelope) or frequency variation (ie, vibrato), but these can be easily implemented. Also includes considerable documentation on audio device. By Steven A. Bennett FF6

**Scanner** Scanner makes commented C code of all intuition structures in memory. The structures will receive correct pointers towards each other. Scanner starts looking at IntuitionBase, and follows all pointers, storing them in memory. When finished, it writes all the structures to the standard output. Version 1.0, includes source. Author: Stefan Parnack FF218

**Scanning the Screen:** Part four in the fractals series. This article covers drawing to the screen. In AmigaBASIC and TrueBASIC. Author: Paul Castonguay. AC7

**Scat** Another display hack, created from Le, AM180 Schwab's 'Ing' display hack. Binary only. Author: Stephen Pietrowicz FF81

**SCATV1.00** Utility to 'cat' binaries without blowing up the display FF168 & 169

**SceneGenDemo** Demo of a program called Scene Generator, that generates very realistic looking landscapes. This program is an enhanced, low cost commercial version, of the Scenery program included on disk 155. This is version 2.03, binary only. Author: Brett Casebolt FF299

**Scenery** A very nice assembly language random scenery generator. Generates very realistic looking landscapes. Includes intuition interface and lots of menu options. Version 1.0, binary only. Author: Brett Casebolt FF155

**Scheme** 'Scheme is a statically scoped and properly tail-recursive dialect of the Lisp programming language invented by Guy Lewis Steele Jr. and Gerald Jay Sussman.' Binary only. Amiga port by Ed Puckett FF149

**ScienceDemos** Some science demos. Sidereal is a tutorial program which introduces the user to the relationships between Julian and calendar dates and solar and sidereal times. J2000 is a utility program which converts stellar positions, proper motion, parallax and radial velocity from the standard epoch B1950 (FK4) to epoch J2000 (FK5). Galilean is a tutorial program which determines the position of the Galilean satellites relative to Jupiter. Programs courtesy of David Eagle at Science Software. FF27

**SciSubr** The Scientific Subroutine Package from DECUS, ported to the Amiga to run with Absort Fortran. This is a valuable resource of mathematical and statistical source code for those doing Fortran work on the Amiga. Author: Unknown; ported to the Amiga by Glenn Everhart FF142

**SenSizer** Sets the preferences data for increasing the window bounds, and takes effect immediately. Includes source. Author: Thad Floryan FF79

**ScottDevice** A mountable MicroForge SCSI driver. Supports one SCSI buss device with two hard disk units attached to it. Version 33.1, includes source. Author: Scott Turner FF84

**Scrambler** A simple program that will encode/decode a text file into illegible gibberish, which resembles executable code, to evade prying eyes. Version 0.01, Binary only. By Foster Hall FF148

**ScreenDump** Dumps raster of highest screen/window to printer. Author: Carolyn Scheppner FF33, AM8

**ScreenSave** A program to save a normal or HAM mode screen as an IFF file. Also creates an icon for the saved file. Author: Carolyn Scheppner FF55

**ScreenShare** A library and support programs that enable applications to open up windows on other applications' custom screens. For example, your editor may want to open a window on your terminal emulator's screen so you can compose a message while still being able to see the contents of the terminal's screen. Both applications must cooperate for the screen sharing to work. This is version 1.21. Includes source for interface portions. Author: Willy Langeveld FF308, FF246

**ScreenShift** ScreenShift is a small program that allows you to adjust the position of the screen on your display, just like the preferences function. Works from CLI or WorkBench. Includes source. Author: Anson Mah FF89

**ScreenX** A handy little background utility that provides a small clock/memory counter in its inactive mode and a versatile screen manipulator when called upon. Binary only with source available from author, Version 2.1. Author: Steve Tibbett FF158

**ScreenZap** A utility that forcibly removes screens and windows from your system. Useful to get rid of zombie screens or windows that have been left around by aborted or buggy programs. This is version 2.3 and includes source. By Lars Clausen FF303, FF157

**Scripper** Short for 'Screen Image Printer'. A screen dump utility which can be run from the workbench or the CLI. Author: Perry Kivolowitz FF18, AM8

**Script** A script language that allows you to automate actions you would normally have to do manually. Script can do anything that you do manually, by either the mouse or keyboard, by using a set of commands that instruct Script to simulate specific mouse or keyboard actions. Also has an AREXX port, so it can be driven by AREXX allowing AREXX control over programs that do not have AREXX ports. Includes both a recorder to generate scripts and a player to execute them. This is version 1.20, binary only. FF288

**ScrollDemo** Demonstrates the text scrolling capabilities of AmigaBASIC. AM9

**ScroPLF** Creates and displays a 400 by 300 by 2 bit plane playfield on top of a 320 by 200, 2 plane deep playfield, as a demo of dual playfield display. Author: Carolyn Scheppner FF35

**SCT** A CLI-based utility (SetColorTable) for displaying and/or setting a screen's colors. You can save the colors of a screen to be restored later, or copy one screen's colors to another. Includes source. Author: aklevin FF151

**Sdb** Simple database program, originally released on a DECUS VAX SIGape. Unknown author, Amiga port by Mic Kaczmarczik FF33

**SDBackUp** A hard disk backup utility. CLI interface only. Does file compression. Version 1.1, binary only. Author: Steve Drew FF128, AM26

**SeaHaven** Demo version of a solitaire type card game. The object of the game is to separate the deck into its four suits, each in an ordered stack from ace to king. Version 1.1, binary only. Author: Steve Francis FF260

**Search Utility:** A file search utility written in C. Author: Steven Kemp AC6

**Sectorama** A program designed to help Amiga users recover lost or damaged data from floppy or hard drives, or to repair a damaged volume. The author wrote this out of frustration with existing tools when he had multiple hard disk drive failures over the course of several months. This is version 1.1, an update to the version on disk 102. Binary only. Author: David Joiner FF108, FF102, AM24

**Sed** This is the GNU sed (stream editor) program, ported to the Amiga. Sed copies the named files, or the standard input, to its standard output, while performing certain editing operations specified in the command line script or in a scriptfile. Version 1.02, includes source. Author: Unknown, ported to Amiga by Edwin Hoogerbeets FF231, FF128

**SeeHear** A program to do a spectrogram of a sampled sound file. This is a graph with time on one axis, frequency on the other and the sound intensity at each point determining the pixel color. With source in C, including FFT routine. This is version 1.1. Author: Daniel T. Johnson FF335

**Selector** A program that helps you assemble programs on a boot disk and start them in a user friendly way. Version 2.5, binary only. Author: Nico Francois FF302

**SendMorse** Brush up on your morse code with this simple program that will read an input textfile and output the characters at an adjustable rate. Author: Joe Larson FF175

**SendPacket** General purpose subroutine to send AmigaDOS packets. Author: Phillip Lindsay FF35

**SendPackets** Updated versions of the ASendPacket and SendPacket examples from FF35. A SendPacket is an example program for sending multiple packets asynchronously to a DOS handler, for those interested in implementing programs with asynchronous AmigaDOS file/I/O. SendPacket is a general purpose subroutine to send AmigaDOS packets. Includes source. Author: Phillip Lindsay FF66

**SensoPro** You try to remember and mimic the sound/color sequence played by the computer. Each time you get it right, another sound/color is added to the sequence. Great practice in case you ever find yourself in a 'Close Encounters of the Third Kind' experience. Binary only. Author: Peter Handel FF283

**Sentinel** A large ray-traced animation created with Turbo Silver SV, Deluxe Photolab, Deluxe Paint III, and the Director. It consists of approximately 60 to 70 frames of animation, rendered during a period of about three and a half weeks. This is Bradley Schenck's entry to the 1989 BADGE Killer Demo contest, and won first place in the contest. Because of its size, it has been split across two disks. The rest of the files are on disk 264. Requires 3Mb or more of memory to run. Author: Bradley Schenck FF263 & 264

**serial** Demonstrates access to the serial port. Requires an external terminal connected to the serial port. Author: Unknown FF5, AM5

**serisamp.c** Example of serial port use. C program. AM4

**seritest.c** tests serial port commands. C program. AM4

**Set** Replacement for the Manx 'set' command (to set or change environment variables) with several improvements. Author: Tomas Rokicki FF31

**SetAlternate** Merge the images from two icons to produce one icon with a primary image, and a possibly completely different image to display when selected. By John Toebes VIII FF12, AM8

**SetCPU** A program designed to allow the user to detect and modify various parameters related to 32 bit CPUs. Includes commands to enable or disable the text/data caches, switch on or off the '030 burst cache line fill request, use the MMU to run a ROM image from 32-bit memory, and to report various parameters when called from a script. V1.5, an update to FF187. Includes source. Author: Dave Haynie FF223, FF187

**SetFont** Allows you to change the system font with various command-line options. Cleans up all known bugs in FF75. V2.5, includes source in C++. By Dave Haynie FF182, FF75, FF41

**setjmp.asm** setjmp0 code for Lattice 3.02. In Assembler. AM2

**SetKey** Keypmap editor, version 1.0 demo. Version without save function disabled is \$25. Binary only. Author: Charles Carter (CodeWorks)Vpg Video Pattern Generator. Creates displays useful





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for adjusting monitors and setting up live shots with center cross hair, frame, dots, H lines, V lines and an adjustable rectangle. Version 1.0. Author: Mike Berro FF70, AM18

**Setlace** Program to toggle interface mode on and off. When used with a black background, and amber or green characters, produces a nice CLI environment. By Bob Pariseau FF9, AM24, AM4, AM1

**SetMouse2** Program to set the mouse port to either the left port or right port. Author: Robert Burns at Commodore-Amiga FF20

**SetPALorNTSC** A couple of utility programs for testing the suitability of a developed program in either the PAL or NTSC environments. With source and a sample program. By Peter Kittel FF162

**setparallel** Allows the CLI user to dynamically change any particular parallel port parameter. Author: Keith Stobie and Tom Pohor FF6, AM4

**SetPrefs** Allows you to build a whole library of preference settings and instantly switch back and forth between them. Affects all preference settings not just the colors. Very useful for machines with multiple users or multiple external devices. Includes Amiga's default and various sample preference settings. Binary only. Author: Martin Hippele FF157, AM18

**SetSerialC** Set the attributes (parity, data bits) of the serial port. C program. AM4

**SetWindow** C program makes windows for a CLI program to run under Workbench in source code and as an executable. AM8

**Sh** Another version of the 'Sh' utility to unshare shell archives. Apparently corrects some problems encountered by similar programs. Until we can get everybody using some sort of 'standard', perhaps if we collect enough of these utilities, we will eventually find one that works with the particular archive we're trying to unshare! Includes source. Author: Jim Guilford FF174

**shades** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**ShangaiDemo** Demo version of the Activision game 'Shanghai'. Submitted directly by Activision for inclusion in the library. FF55

**Shapes** Simple color shape designer. ABASIC program. AM1

**shapes** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Shar** Two programs to pack and unpack shell archives on the Amiga. Shell archives are the traditional Usenet method of bundling multiple text files for posting as a unit or for sending via electronic mail. With source in C. By Fabbian G. Dufoe FF92, FF28

**Shared Libraries 'C'** C source and executable code that shows the use of shared libraries. Author: John Baez AC2

**SharedLib** Working example of how to build a shared library. Includes source. Author: James Syng FF79

**SharpFont** is an 8 pixel non-proportional font. FF105

**shell** A simple csh style shell with history and some other goodies. Still needs some polishing and enhancement, but is quite nice as it. Thanks Matt!!! We've really needed something like this for a long time. Now if you would just do a ksh version instead... Author: Matt Dillon FF14, AM2

**SHELL V2.10** Added environment variable support and more. Use ConMan if you want command line editing, I do (it should not be a function of the shell and it isn't in mine). FF168 & 169

**Shm** A simple graphics demo which approximately simulates the motion of two interacting pendulums. Includes source. Author: Chris Ediss FF97

**ShortCut** A utility that collects keystroke sequences and allows you to replace them with a single key stroke. Binary only. Author: Opher Kahane FF90

**Show** A nice, very small slideshow type program, version 2.1, binary only. Author: Andry Rachmat FF60

**Show** A very versatile program to display IFF ILBM files. Features realtime unpacking scroll, smart analysis of any IFF file, total control over display modes, simple slideshow processing, pattern matching, and a dozen other options. Only 9K. Version 2.0, binary only. Author: Sebastiano Vigna FF323

**showbig** Executable program which will view hi-res pics in low-res superbitmap. Documentation included. AM12

**ShowBiz** A fun animation with nice, a dancing alligator, a sheep on a trampoline, and more. Includes source in 'director format'. Author: Robert Corns FF261

**ShowDisk** A useful program that graphically shows the map of sectors used on floppy drives by one or more files. The mapping

is color coded so you can identify what sectors are used by the various directories and files. Includes source in assembly language. Author: Bernhard Meisner FF269

**ShowHAM** Program to display HAM (Hold And Modify) mode images from the CLI environment. Executable only. FF32, AM7

**ShowILBM:** A program that displays lo-res, hi-res, interlace and HAM IFF pictures. Author: Russell Wallace AC5, AM7

**ShowPrint** A full-feature IFF picture file screen dump utility. Can display and print all sizes of pictures including those larger than the screen. Allows adjustment of printer output in three modes: ASPECT, FULL, and CUSTOM output. Print vertically or horizontally, in B&W, grey scale, or color, etc. Binary only. Author: Brian Conrad FF90, AM16

**ShowPt** CLI program changes your pointer to a given pointer. AM26

**Show\_PrintII** Views and prints IFF pictures, including larger than screen. AM22

**Shuffle** A basic screen shuffler. Re-defines the key combination Left-Amiga-M to push the FRONT screen to the back, instead of pushing the Workbench screen to the back. Includes source. Author: Rob Eisenhuth FF229

**shuttle** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM8, AM1

**ShuttlePatch** A shuttle mission patch in an IFF picture. AM6

**SID** A very comprehensive directory utility for the Amiga that supports at least a couple of dozen different commands for operating on files. V1.06, binary only. By Timm Martin FF338

**sign** This is an updated version of the program released on FF12, and now includes full source. Author: Barry Whitebook @ Commodore-Amiga FF14

**SignFont** A keypad and font that will allow the user to be able to type in American Sign Language, provided that one knows the font. Author: Glyn Gowing FF211

**SiliCon** A smart input line interpreter that provides a separate command window with full editing and recall of previous commands. Actual name is 'Sili(Con)'. Binary only. By Pete Goodeve FF102

**Sim** A simulator for register-transfer nets, which are used to describe hardware systems. This version also provides a compiler to define new devices in addition to Sim's internal devices. V4.2, an update to FF229. Binary only. By Gotz Muller FF291, FF229

**SimCPM** A CP/M simulator for the Amiga. Simulates an 8080 along with H19 terminal emulation. Includes source. This is V2.3, an update to FF109. By Jim Cathey; Amiga port by Charlie Gibbs and Willi Kusche FF186, FF109

**SimGen** This program will add a 2 or 4 color picture to your Workbench screen. If the picture is digitized, it will look much like a genlock, hence the name SimGen (Simulated Genlock). Binary only. Author: Gregg Tavares FF243

**SimpleReq** An example of a custom requester from Modula-2. AM11

**singlePlayfield** Creates and displays a 320 by 200 by 2 bit plane single playfield display. Completely covers Intuition's display, but gives the system back at exit. Author: Rob Peck FF5

**singplay.c** Single playfield example. C program. AM4

**Sit** An update to the Set Icon Type program from FF 107. Version 1.10, includes source. Author: Stephen Vermeulen FF137

**sitar** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Size** CLI program shows the size of a given set of files. Executable program and documentation. AM19

**SizeChecker** Size checker uses a list of possible sizes of a file to check for unexpected changes in the size of those files. For example, it can be used to spot a link virus or to point out changes in the configuration of your system. With the appropriate comments added to your size list, you can check to see what version of the files you are using (1.2, 1.3, 1.4, ARP, etc). Version 1.0, binary only. Author: Roger Fischlin FF244

**Sizzlers** A series of graphics demo programs. Version 1.7.0, binary only. Author: Greg Epley FF90, FF50, AM15

**Skel** A skeleton workbench application that makes writing workbench programs easier. Provides routines for main, initialization and termination, gadget and menu handling, argument processing, help window, about requester, etc. Version 1, includes source. Author: Joel Swank FF304

**sketchpad** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**SkewB** Rubik cube demo in hi-res colors, C program in C source code and executable. AM3

**skewb** Not quite sure what this is supposed to be, it was downloaded from a BBS with no documentation. C'mon folks, at least put a three line description at the start of your programs! Author: Raymond S. Brand FF9

**Skinny C** Bob Riemersma's example for making small C programs. Source code, executable program, and documentation. AM19

**SKsh** A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. Version 1.4. New features include a 'tiny' version, a working case construct, support for resident commands, smaller and faster external commands, and more. Binary only. Author: Steve Koren FF342, FF309, FF291

**skyserial** Allows the CLI user to dynamically change any particular serial port parameter. Author: Keith Stobie and Tom Pohorsky FF6

**SlavicFons** A whole bunch of new fonts from Robin LaPasha. Version 1.0. Author: Robin LaPasha FF202

**Slicer** Slicer computes and displays images of the Mandelbrot and Julia sets. Unlike many Mandelbrot programs that generate pictures directly, Slicer computes and stores an array of raw data which it may then render into pictures in a number of ways. Version 1.0, binary only. Author: Gary Teachout FF249

**SlideMaster** A slideshow program that can show any IFF ILBM picture, including HAM, extra half bright, hires, interlace, and overscan, using several different wipes. Also has an AREXX port and is fairly small. Version 0.1, binary only. By Aric Caley FF274

**slideshow** Instructional text to produce your own slideshows from the Kaleidoscope disk. AM12

**SlideShow** Very nicely done slide-show program written in assembly language. Features forward/backward presentation and creative screen wipes. Currently works only with IFF lo-res pictures. Executable only along with some new IFF pictures to have come my way. Shareware (\$16). Authors: Mike McKittrick and Sheldon Templeton FF151, AM6

**slot** A slot machine game written in AmigaBASIC. AM11

**SlotCars** A fast action one or two player game of 'dueling' slotcars. Shoot rockets at your opponent and avoid his. Binary only. Author: Brian Moats FF254

**SmallC** An Amiga port of the Small-C compiler, written by Ron Cain and published in Dr. Dobbs' Journal, in about 1980. Small-C is a rather small subset of the full 'C' language. However, it is capable of compiling itself, and other small, useful programs. Requires an assembler and linker to complete the package and produce working executables. Includes source and binary. Author: Ron Cain. Amiga port by Willi Kusche. FF141

**SmallClock** A small digital clock in a window menu bar as a C program. AM8

**SmallLib** A replacement for amiga.lib that is about 8 times smaller. Binary only. Author: Bryce Nesbitt FF92

**SmartIcon** This shareware program, submitted by the author, is an Intuition objects iconifier. Version 2.0 is still limited to iconifying windows, which is still very handy. It adds a new 'iconify gadget' to each window, that when clicked on, iconifies the window into an icon in the ram: disk. This is version 2.0. Includes source. By: Gauthier Groult FF316, FF214, FF134

**Smith-Corona D300** Printer driver for the Smith-Corona D300. AM9

**Smus3.6a** An enhanced version of the smus player that last appeared on FF58 Author: John Hodgson FF167

**Smush** Another display hack, feed it an IFF file and see what happens. Binary only. Author: Hobie Orris FF81

**SMUSPlay** Amiga Music Player AM23

**SmusPlayers** Two SMUS players, to play SMUS IFF music formatted files. Executables only. Author: John Hodgson FF58

**Snake** A variant on the old 'bouncing lines' program, this one uses multiple vertices and Bezier splines. Includes source. Author: KABjorke FF89

**SnakePit** A simple, yet addictive game in which you must get the snake (you) off of the screen. There are, however, some



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rough spots and some obstacles that may need to be overcome. Excellent example of a game that is as system friendly as possible (with source). By: Michael Sinz FF343

**Snap** A tool for clipping text or graphics from the screen, using the clipboard device. Snap finds out character coordinates automatically, handles different fonts, keymaps, accented characters, and more. V1.4, an update to FF274. Includes source. By: Mikael Karlsson FF326, FF274

**Snapshot** A small utility for dumping screens. This one works like POPCLI and stays dormant until you press Ctrl-Esc. Previous release on FF66 did not work with with expansion RAM, this one does. Binary only. Author: Francois Rouaix FF73, FF66

**snare drum** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**SnipDemo** Demo version 1.23 of signal processing program sold by Digital Dynamics. Binary only. Author: John Hodgson FF199

**SnipIt** An input handler wedge which allows you to clip text from any window and then paste that text anywhere, as though you had typed it on the keyboard. You mark the text you want to 'snip' using the mouse, and then use the mouse to 'paste' the last snipped text into the active window, requester, or anywhere. Version 1.2, includes source. Author: Scott Evernden FF217

**Snow** AmigaBASIC makes snowflake designs. AM25

**SnowFall** Another program in the long tradition of screen hacks for the Amiga. Watch the snow fall, get blown around by the wind, and collect in realistic heaps. With source. By: Lars Clausen FF303

**Softballstats** Maintain softball statistics/ team records. AM25

**Soffont** Converts portrait soft fonts for HP LaserJet compatible laser printers to landscape format. Includes source. Author: Thomas Lynch FF342, FF327

**SoftSpan** Soft Span BBS program. Intuitive, command-line based menu system with message bases, up/down loads, file credit system, extensive help system, etc. This is shareware version 1.0, binary only, lattice C source code available from the author. Author: Mark Wolfskehl FF343

**Sol** Amiga version of solitaire game posted to usenet some time ago and modified to use Amiga console control codes in place of curses calls. Includes source. Author: David Goodenough; Amiga port by Joel Swank FF103

**Solitaire** Two new ABASIC games, Canfield and Klondike. Author: David Addison FF32

**Solve** Linear equation solver in assembly language. Source code, executable program and documentation. AM19

**SonixPeek** A utility to let you list all the instruments used by one or more Aegis Sonix score files. It can scan individual files, or search one or more directories, checking all score files in each directory. The output is a list of all the instruments you need to have present in order to be able to play the indicated score files. Includes source. Author: Eddy Carroll FF217

**sortc** A quicksort based sort program, using separate driver and sort modules. Originally from a DECUS C distribution. Claims to be fast, but when operating entirely out of RAM takes 93 seconds to sort its input file, sort.c, while AmigaDOS's sort takes only 43 seconds under the same conditions. Author: Dave Conroy, Martin Minow, and Ray Van Tassle FF6

**Sounddemos** Some very nice demos for showing off the incredible audio power of the Amiga! 100% assembly language, make sure you have the stereo connected for these! Author: Foster Hall FF167

**SoundExample** A double buffered sound example for Manx C using 16-bit ints, small code, and small data. Author: Jim Goodnow FF55

**Sounds** Text explanation of Instrument demo sound file format. AM1

**Sozobon-C** Atari ST version of what appears to be a full K&R freeware C-compiler, assembler and linker. The compiler main pass and the assembler were compiled and tested on an Amiga A2000 with only minimal changes, and they appear to work (to the extent that they believe they are running on an Atari-ST), so an Amiga port should be relatively easy. By: Sozobon, Limited. FF171

**SpaceAccDemo** Shareware shoot-em-up spaceship game. Binary only. Author: Stephen McLeod FF90

**spaceart** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

**SpaceLog** A database containing data for all of the man related space missions of the United States and the Soviet Union that were related to the development of manned space flight, from the beginning of the space age to the present (368 missions), listed in

chronological order. Includes an AmigaBASIC program to manipulate the database. Version 1.54, binary only. Author: Gene Heitman FF305

**sparks** Graphics demo that draws a 'moving pathway', adding to the front and removing from the tail (sure is hard to come up with verbal descriptions of these things!) By: Scott Ballantyne FF9, AM1

**Spawn** Programmer's document from Commodore Amiga, describes ways to use the Amiga's multitasking capabilities in your own programs. AM15

**Speaker** Speech utility. ABASIC program. AM1

**Speakersim** Demo version of SpeakerSim 2.0, a loudspeaker CAD program. Simulates vented (Thiele-Small) and closed box systems. Also simulates 1st, 2nd, and 3rd order high and low pass filters. Binary only. By: Dissidents FF340

**SpeakIt** Speech and narrator demo. ABASIC program. AM1

**speakspeech** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**speaktime** Speaking program which will tell the time. Executable program and documentation. AM12

**speech** Sample speech demo program. Stripped down version of 'speechtoy' Author: Rob Peck FF1

**speechdemo** A simplified version of speechtoy. Also includes exec support functions for extended IO requests, CreateExtIO to allocate and initialize a new IO request block and DeleteExtIO to free an extended IO request block. By: Rob Peck FF5

**speecheasy** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**SpeechTerm** Terminal emulator that can speak the received text. Also has XMODEM file transfer. Author: Leftheris Koutsosofos FF20

**speechtoy** Latest and greatest version of Dave's cute speech demo program. Comes with custom icon so you can run from a workbench screen. Author: Dave Lucas FF5, FF1, AM4, AM1

**Speed** A performance benchmark useful for comparing Amiga processing speeds. Performs 10000 iterations of some selected groups of 68000 instructions while using the DateStamp time function to record how many ticks it takes to complete. This timed duration is then compared against two known prestored times, one for a stock A2000 Amiga and one for an A2620 enhanced A2000. A relative comparison is calculated and displayed. Version 1.0, includes source in assembly language. Author: Jez San FF237

**SpeedDir** Another faster directory lister type program. This one uses the standard dir utility format for displaying directories. Written in assembler, includes source. Author: Bryce Nesbitt FF75

**Spell** A port of a Unix version of a freely distributable screen oriented, interactive, spelling checker. Update to FF54, with enhancements by Tomas Rokicki. V2.0.02, with source. Author: Pace Willisson; enhancements by Tomas Rokicki FF191, FF13

**Spelling** simple spelling program in AmigaBASIC. AM8, AM1

**Spew** Program which generates amusing 'National Enquirer' type headlines. Works from a 'rules file' which describes how the headlines are to be constructed. Includes source. Author: Gregory Smith (original by 'mark@pixar') FF69

**sphere** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

**Spiff** Make controlled approximations between two files. Similar to 'diff' but more versatile. Allows for the handling of numerals as string literals or numeric values with adjustable tolerances. Provides for embedded commands, scriptfiles, and many other command-line parameters. Potentially very useful, but needs some Amiga-specific work. Source and some example files included. Author: Dan Nachbar, Bell Communications Research (BELLCORE) FF172

**Spigot** This ray-traced animation, using overscan HAM and sound effects, is Eric's entry to the 1989 BADGE Killer Demo Contest - it won 6th place. Binary. By: Eric J. Fleischer (Dr Gandalf) FF272

**Spin3** Simple program that creates spinning cubes and transforms them into op-art. Example of how to create a double buffered display with color tables that can be changed. Author: Ronald Peterson FF32, AM12

**SpinPointer** While going through some musty archives I found this little gem that got overlooked before. It is a short source module that provides a 'busy' indicator replacement for the standard mouse pointer. Includes source. By: Mark Rinfret FF269

**spiral** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

**Spines** Program to demonstrate various curve fitting and rendering techniques. Also includes something unique for the Amiga world, pop-up menus. Includes source. Author: Helene (Lee) Taran FF97

**Spool** The SPOOL system consists of 3 programs: A queue manager, a printer driver, and a SPOOL request program. The SPOOL system demonstrates the power of the Amiga's multitasking abilities in a very practical way. It makes extensive use of Amiga Exec's message passing facilities and list-handling primitives. Version 1.2, includes source. By: Tim Holloway FF69

**SpreadSheet** A simple 'Visual-like' spreadsheet calculator. Also known as 'vc' but there is currently a debate about whether or not that name is a registered trademark. The version on FF36 was based on an earlier version of the same source. This release also includes source code. Author: James Gosling, Mark Weiser, and Bob Bond. Amiga port by Dave Wecker FF53

**SpriteClock** A very simple clock that uses a sprite as it's display medium, thus allowing it to be displayed on top of all other screens. Includes source in assembly language. Author: Darrel Schneider FF43

**SpriteEd** Lets you simultaneously edit two sprite pairs to form a double wide sprite image. Suggested \$10 donation. Author: Scott Lamb FF40

**SpriteMaker** Program which lets you paint sprites and then converts data structure to be used in programs. Allows interactive testing of the sprite as a pointer. Suggested shareware donation of \$15 for source code and updates. Author: Ray Larson FF35

**SpriteMasterII** Sprite editor and animator by Brad Kiefer. Executable program and documentation. AM20

**Sproing** Same as Oing but includes sounds of balls colliding with boundaries. Author: Leo Schwab FF33

**SPUDclock** A simple program that uses the narrator device to speak the time at certain user specified intervals. Lots of command line options. Version 1.2, includes source. Authors: Robert E. Beaty and H. Bret Young FF165

**Sq.Usq** Portable versions of the CPM sq and usq utilities. Author: R.Greenlaw, many changes by Bill Swan FF51, FF10, AM2

**Stack** is a replacement for the BCPL stack program. Includes some source. Author: Glen McDiarmid and Kirk Davies FF105

**Stairs** This AmigaBASIC program demonstrates a musical illusion based upon perceptual circularity of widely spaced tones whose volumes are defined as a sinusoidal relationship to their frequency. Author: Gary Cuba FF121

**StarDestroyer** A hi-res picture of the Empire's Star Wars starship. AM12

**Star Wars** IFF picture of the enemy walkers from the ice planet AM15

**star10** Assembler program, makes star fields like Star Trek intro. In C source code and executable. Documentation included. AM12

**StarBlanker** A screen blanker that replaces your display with a randomly chosen animated starfield. Version 1.00, includes source in Modula-2. Author: Chris Bailey FF308

**StarChart** Nicely done intuition based program to display and identify about 600 stars, galaxies and nebulae visible in the Northern hemisphere. Version 1.2, includes source. Author: Ray R. Larson FF159

**Starflight** An IFF picture. AM6

**StarProbe** Program studies stellar evolution. C source included for Amiga and MS-DOS. In C source code, executable, and documentation. AM18

**Stars** Hobbie's entry for the Badge Killer Demo Contest. Based on original code by Leo Schwab, has credits longer than the actual demo. Runs on 512K Amiga. Binary only. Author: Hobbie Orris FF118, FF33

**StarTerm** Another terminal emulator program. ASCII and XMODEM support, telephone dialer, function keys, load file stripping, text file conversion, full/half duplex. Author: Jim Nangano and Steve Plegge FF12, AM8

**StarTerm** Starterm version 3.0. Very nice telecommunications program. Author: Jim Nangano. Author's suggested shareware donation: \$20 FF30

**StartUps** Three replacements for the standard C startup files, Astartup.obj and LStartup.obj. The options include: (1) BothStartup.obj, for WorkBench programs or CLI programs with or without command line parameters, (2) WBSStartup.obj, for WorkBench programs or CLI programs that require no command line parameters, and (3) CLISStartup.obj, for CLI programs that require command line parameters but do not need to be able to be runnable from WorkBench. Includes source. Author: Bryce Nesbitt FF101





# FREELY REDISTRIBUTABLE SOFTWARE

**StartupTip** Text file tips on setting up your startup-sequence file. AM9

**Stat** An enhanced version of AmigaDOS 'status' command. AM15

**Stats** Program to calculate batting averages. AM15

**StatueOfLiberty** Evening view of the great lady's profile in an IFF picture. AM7

**StealMemBoot** A small utility designed to be a direct replacement for NoFastMem kind of programs. It modifies the boot block of a disk, so when you boot with it, all memory allocations will return only CHIP memory. Author: Alex Livshits FF150

**steel drum** Sound demonstration icon-driven part of a set on AMICUS 10. AM10

**Steinschlag** A tetris like game (Steinschlag means 'Falling Rock') submitted by the author. This is version 1.8, Binary. By Peter Handel FF238, FF221

**STEmulator** Turns your Amiga into an Atari ST (sort of). Be sure to read the README file for the true story. By David Addison FF43

**StereoDemo** A demo of stereoscopic graphics, written in assembly language. Requires red/green stereo glasses to view. Includes sources. Author: David M. McKinstry FF206

**Stevie** A public domain clone of the UNIX 'vi' editor. Supports window-sizing, arrow keys, and the help key. This is V3.7a, an update to FF217. Changes include the addition of ARP wildcard expansion for file names, support for the 'lcmd' feature of vi, other small enhancements, and some bug fixes. Includes source. Author: Various, Amiga work by G. R. (Fred) Walter FF256, FF217, FF197, FF166

**StillStore** A program designed for freelance, corporate, and broadcast television. It loads and displays IFF images of any resolution interchangeably from a list file or as inputted directly (i.e. random access). The user may easily skip forward or backward one or more pictures in the list. A 'generic' display is always just a few seconds away. The program can be used 'on air' with no concern that a pull down menu will suddenly appear in the viewable area. It also provides for a precise cue for changing windows or screens. While the main purpose is to load 'news windows' of 1/4 screen size, StillStore can also handle full-sized and overscanned images. Also includes slide show modes and a screen positioning feature. StillStore is written in the Director language from the Right Answers Group. Version 1.2, binary only, source available from authors. Author: R. J. (Dick) Bourne and Richard Murray FF317

**Stitchery** This shareware program loads in IFF images and creates charted patterns from them for use in counted cross-stitch and other forms of needlework. It requires one megabyte of memory to run, and works best with a good high-resolution printer for printing the patterns. The Stitchery was written with The Director and the Projector is included. Version 1.21. Author: Bradley W. Schenck FF350

**StockBroker** A program that helps you follow the recent table of exchange from one (or more) share(s). But of course you must tell the Amiga the recent table of exchange every day. Requires AmigaBASIC. Binary only. Author: Michael Hanelt FF343

**STReplay** A shared library which allows loading and playing of SoundTracker modules, even from high level languages like Basic or C, without any special effort. Includes source. Author: Oliver Wagner FF258

**String, Boolean** C programs and executables for Harriet Maybeck Tolly's Intuition tutorials. In C source code, executable program, and documentation. AM19

**StringLib** A public domain reimplementation of the UNIX string library functions. Author: Henry Spencer @ U of Toronto FF29

**Strings** A simple utility with command-line options for locating strings in a binary file. V1.0, includes source. By Joel Swank FF174

**strip** Strips comments and extraneous whitespace from C source files. Useful for compacting the C header files to increase usable disk space. Author: Chris Metcalf FF6

**StripCR** This little program just makes a text file ready for use with AmigaDOS, with only LineFeed characters (LF) to mark the end of a line. If you feed it a file with ONLY Carriage Return characters (CR), (from a Macintosh for example) it will replace them with the LF character and, if the file requires no changes, then it does not get changed, includes source in assembly. By: Bill Nelson FF237

**striper** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**StripLF** Completes the set of StripCR and PlusCR. It will change an LF only file into a CR only file. If used in combination with StripCR and PlusCR, it completes a text file conversion system, includes source in assembly. Author: Bill Nelson FF237

**Subscripts** Ivan Smith's AmigaBASIC subscript example. In C source code and documentation. AM19

**Sugar** A HAM picture of a blond girl FF72

**SugarPlum** Plays "The Dance of the Sugarplum Fairies". ABASIC program. AM1

**SunMaze** The 3d maze demo from disk 171, now expanded with shadows in the corridors to give more sense of direction. Includes source. Author: Werner Gunther, Shadows by Dirk Reisig FF255

**SunMouse** Makes your mouse behave like the Sun Microsystems Sunwindows mouse. You no longer have to 'click' in a window to make it active. Just move the mouse pointer into the window and start typing. Version 1.0, binary only. By Scott Evernden FF65

**SuperBitMap** An example program that shows how to use ScrollLayer, how to sync the SuperBitMap prior to printing, and how to create a dummy raster for dumping the SuperBitMap. Works under 1.2 and up. Author: Carolyn Scheppner and Phil Lindsay FF28

**SuperEcho** A neat program to be used with Perfect Sound-like audio digitizers that generates LIVE audio effects, including Echos, Deep Voice, Squeaky Voice, Many People, M-M-Max Headroom and much more. Binary only. Author: Kevin Kelm FF300

**SuperLines** A new lines demo with a realtime control panel that you can use to change various aspects of the action. Has 10 built in color palettes, support for things like color 'smudge', color cycling, color 'bounce', multiple resolutions, and can display either lines or boxes. Version 1.0, binary. By Chris Bailey FF243

**SuperMenu** An information display system you can use to quickly and easily display text files (and sections of text files) with the press of a button. Version 1.62, shareware, binary only. Author: Paul Thomas Miller FF297

**Supermort** A general compounding/amortization routine, using the intuition environment, which can be used for mortgage/loan computations. Binary only. Author: Mark Schredten FF59

**superpad** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**SuperRetLab** Prints return address labels 3-up on single-wide 3.5 inch by 7/16 inch label stock. Can print up to 5 lines per label. Version 1.1, includes source. Author: Joel Swank FF304

**Suplib** The support library needed to rebuild various programs of Matt's from the source, including Dme, DMouse, etc. Update to FF169. Source. By: Matt Dillon FF258, FF168 & 169, FF126

**suprshr** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Surf** Generates bezier surfaces of revolution. Will produce some amazing pictures of wineglasses, doorknobs, or other objects one could turn on a lathe. Includes the capacity to map IFF image files onto any surface that it can draw. This is version 2.0. Changes include support for data file formats that can be translated to input files for various 3D modeling programs, an increase in the number of grey shades available, and the capability of modifying the endpoints of segments. Source included. Author: Eric Davies FF315, FF170

**Surveyor** A little utility that opens a window on the current screen and displays information about the pointer. Allows for absolute or relative measurement between two points on the screen. Very handy for precise positioning of icons and such. Includes source. Author: Dirk Reisig FF151

**SVprintf** UNIX system V compatible printf(). Assembler AM2

**SVTools** Some additional useful tools from Stephen Vermeulen. Includes a new version of Vnews, sit, setstack, retool, memlist, fragit, and yoyo. Includes source. By Stephen Vermeulen FF107

**sweep.c** Sound synthesis example. C program. AM5

**switch** A pachinko-like game written in AmigaBASIC. AM11

**Sword** Sword of Fallen Angel. Text adventure game written in AmigaBASIC. Author: Andy Rachmat FF32

**Synthmania** An interesting, very small (and very persistent!) musical piece. If you plan on stopping it without using three fingers, you better read the document file first! Binary only. Author: Holger Lubitz FF153

**Synthesizer** A sound program in AmigaBASIC. AM9

**Sys** A game built on the additive game PONGO but with several added features. You have been assigned the demanding task of cleaning viruses from your SYSOP's hard disk. To kill a virus, you simply kick a disk at it. There are fifty different levels, and on each level, the speed will increase and the viruses will be smarter and start to hunt you. V2.10, binary only. By: Anders Bjerin FF336

**System config** File makes screen 80 columns wide of text in the Scribble! word processor. AM26

**T.Rex** A tyrannosaurus rex in an IFF picture. AM6

**Tab** A tablature writing program for the Amiga, with instruments for a banjo and a string guitar. Binary. By Jeff deRienzo FF145

**TACL** An adventure player for games written with The Adventure Construction Language, a commercial computer language. Includes two sample games; one is text-only and the other is text-graphic. Binary only, plus the TACL source code that was used to write the graphic adventure. Author: Kevin Kelm and Rhett Rodewald FF300

**TagBBS** Version 1.02 of a shareware BBS system. Suggested shareware donation is \$25. Binary only. By Patrick Hughes FF66

**talk** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Tank** This is Vincent's entry for the First Annual Badge Killer Demo Contest. It is an animation of a 'fishtank simulator', with sound effects and a cute twist. Binary. By Vincent H. Lee FF200

**Target** A little program which takes over the mouse pointer and turns it into a gun. Pressing the mouse button flashes the pointer and gives a gunshot. Version 1.23, binary only. Author: Matt Fruin and Michael McCarty FF81, AM21

**Tarot** An AmigaBASIC program written by the author as an exercise for learning BASIC. Contains some nice graphic renditions of tarot cards. Author: L.Pfost FF124

**TarSplit** A port of the OS/9 program that extracts files from UNIX tar archives. By James Jones. Amiga version by Mike Meyer. FF53

**Tartan** AmigaBASIC; design Tartan plaids. AM26

**Task** Simple example of how to use CreateTask. Includes source. Author: Carolyn Scheppner FF79

**TaskControl** Nicely done task-handling program allowing you to put to sleep, kill or change priorities of all the currently loaded tasks. Also potentially GURU-producing, so be careful what tasks you kill, change priorities of, etc. Handy window sizer will reduce it almost to an icon to hang around until you want to use it. Binary only. Author: J. Martin Hippele FF159

**TaskX** A 'real-time' task editor. Lets you list and set the priorities of all the currently running tasks. Binary only, Version 2.0. Author: Steve Tibbett FF158

**TCB** Prints information about tasks and processes in the system; assembler source is included. AM26

**TDebug** Monitor a device by intercepting the EXEC SendIO and DoIO vectors. This will give you most of the IO request information for any device. Version 1.00, includes source. Author: Matt Dillon FF74

**Teacher** Teacher is a short, simple hack. I won't spoil the fun by telling you what it does. With source. By Jonathan Potter FF204

**Tek** An enhanced version of Dave Wecker's vt100 (v2.6) which includes emulation for a Tektronix 4010/4014 graphics terminal. This is a much improved version of the Tek4010 program from FF52. Includes source. Enhancements by Nick Giordano and Terry Whelan FF108

**Tek4010** A Tek 4010 emulator. Author: Terry Whelan, with changes by Steve Poling FF52

**Tek4695** A Tek4695 printer driver. Binary only. Author: Philip Staub FF87

**Tek4695** A Tektronix 4695/4696 printer driver. Includes source. Author: Philip Staub FF96

**TenSpeed** A ten-speed in an IFF picture. AM6

**termcap** A (mostly) UNIX compatible implementation of a termcap library. First ever public release. Author: Fred Fish FF14

**terminal** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Terminator** A virus protection program. By Russell Wallace AC5

**TermPlus** Yet another variant of Michael Moumiller's AmigaTerm program. This one includes improved ASCII capture, CRC and checksum xmodem protocol transfers, CompuServe B-protocol transfers, a phone library, function key support, and limited AmigaDOS functions. Enhancements by Bob Rakosky FF33

**termtest** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Terrain** Program which demonstrates generation of good looking pseudo-random scenery. Includes source in Draco. Author: Chris Gray FF61



# FREELY REDISTRIBUTABLE SOFTWARE



**Terrain 3D** Program which demonstrates generation of good looking pseudo-random scenery. This version is a derivative of 'sc' distributed on disk 87, but now displays terrain in 3D relief. Includes source. By Chris Gray; 3D version by Howard Hull FF94

**TES** 'The Electronic Slave' adds a gadget strip to the top of the cli window to perform such functions as device directories, info, run ED, and time. Currently, assignments are hardcoded but not difficult to change if you own a compiler. Version 1.1, includes source. Author: Joerg Ansluk FF162

**Tetrix** A addictive game of speed, skill and luck. Based on a game originally called Tetris. The object is to fit together oddly grouped falling blocks to create a solid wall, which is then cleared from the bottom up. Sounds simple enough right? Sure...! Shareware, Version 1.1, Binary only. Author: David Corbin FF173

**TeXdemo** A demo version of TeX, ported to the Amiga by Tomas Rokicki. I have added 'less' to read the text files. I have copied all the files to a freshly formatted disk, to create the master distribution disk, using xcopy, which preserves the file dates. This insures that disk fragmentation is kept to a minimum. In order to make room for the files I have added, I have compressed the file TeX/inputs/amigatex.tex using a version of compress (compress.b13) that should run on any standard 512K Amiga. This version of compress is found in c/compress.b13. To recover the original file, execute the commands: cd AmigaLibDisk83; TeX/inputs :c/compress.b13 <amigatex.tex >amigatex.tex -d. Since this is a demo version of Tom's commercial product, it has several limitations that let you get the flavor of the real thing but encourage you to buy the commercial version. These limitations include TeX being limited to processing only small files, the previewer being limited to displaying ten pages or less, and only a small number of fonts being provided. The full version of AmigaTeX comes on eight floppies and will handle larger documents than most mainframe versions of TeX. See the tex/README file for further info.-Fred FF83

**TeXF** A selection of 78 TeX fonts, with a conversion program to convert them to Amiga fonts. There are 22 different fonts at various sizes, ranging from 15 pixels high to more than 150 pixels. The conversion program can also be used with the fonts distributed with AmigaTeX, yielding an additional 1000 or so more fonts for use with other Amiga programs. Version 2.5, binary only. Author: Ali Ozer FF135

**text.demo** Sample program that asks AvailFonts() to make a list of the fonts that are available, then opens a window and then prints a description of the various attributes that can be applied to the fonts, in the font itself. Previous versions were released as 'whichfont'. Author: Rob Peck FF5

**TextDisplay** A text display program, like 'more' or 'less', but about half the size and handles all screen formats (pal/ntsc, interlace/non-interlace, etc). Binary only. Author: Roger Fischlin FF244, FF188

**TextPaint** Second major release of the Ansi editor. All major bugs have been fixed, and a bunch of new options have been added, e.g. possibility to reload ansi files or CLI modules, 4 color option, optimized keyboard layout, new drawing modes, right mouse button support (like DeluxePaint) and much more. Binary only, shareware. By: Oliver Wagner FF346

**Textra** This easy-to-use text editor allows multiple windows, and provides a simple mouse driven interface. Those familiar with the 'Macintosh style' editors will be comfortable with Textra's Cut, Copy and Paste commands. Standalone image. Documentation included. No source code. Author: Mike Haa FF239

**Texts** An article on long-persistence phosphor monitors, tips on making brushes of odd shapes in Deluxe Paint, and recommendations on icon interfaces from Commodore-Amiga. AM14

**Thai** A simple Thai quiz program developed by the author while he was learning the Thai language. It loads complete Thai sentences and words from a supplied file. If you click on the sentence or word gadget the program will pick a random sentence/word. You then click on the Thai/Speak/Phonetic/English gadget to display that version (or speak it). Includes source. Author: Alan Kent FF98

**The KickPlay Dir** Several texts that describe several patches to the Kickstart disk. For Amiga 1000 hackers who feel comfortable patching a disk in hexadecimal, KickPlay offers the chance to automatically do an ADDMEM for old expansion memory, as well as the ability to change the picture of the "Insert Workbench". AM25

**ThreeDec** 3D function plots. ABASIC program. AM1

**tictactoe** The classic game written in AmigaBASIC. AM11

**Tiles** A basic tile game like Shanghai or GunShy. A board is covered with a set of 144 tiles, 36 different sets of 4 identical tiles,

each with a picture on it. The object is to remove all the tiles, 2 at a time, by matching identical tiles. Version 2.1, includes source in Modula II. Author: Todd Lewis FF241

**Tilt** Another of Leo's cute little toys. This one makes your Amiga look like it didn't pass Commodore's vibration testing. Author: Leo Schwab FF54

**timedely.c** sSample timer demo. C program. AM4

**timer** Simple timer example program. Includes dynamic allocation of data structures needed to communicate with the timer device, as well as the actual device IO. Author: Rob Peck FF5

**Timer** Creates a small window containing a timer. Version 1.5, binary only. Author: Bill Beogelein FF90

**timer.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**timer.c** Exec support timer functions. C program. AM4

**TimeRAM** A program to test the access speeds of Fast and Chip RAM. Binary only. Author: Bruce Takahashi FF96

**TimeSet** Handy little utility to set the system time from the workbench environment, without resorting to preferences. Binary only. Author: Unknown (DEH?) FF71, AM9

**Timetest** Working example to show the timeO and gtimeO functions of the Lattice C support library. Includes source in C. Author: Oliver Wagner FF346

**timrstuf.c** More exec support timer functions. C program. AM4

**TinyProlog** VT-PROLOG is a simple prolog interpreter provided with full source code to encourage experimentation with the PROLOG language and implementations. Version 1.1, includes source. Author: Bill and Bev Thompson FF145

**TitleGen** A simple script language program for generating vertically crawling title sequences in any font and up to 500 lines long. Good for video production. Version 1.6, binary only. Author: Kevin Kelm FF300

**TitlePage** Prints banner-type title pages for identifying listings. Lots of command-line options for specifying various fonts, pitches, typestyles, selectable centering, etc. Includes source. Author: Joel Swank FF174

**tom** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**TooMuch3D** This animation is Jim's entry to the 1989 BADGE Killer Demo Contest, where it won 10th place. It is a warning to those of you who spend too much time in front of your computer monitors. Binary only. Author: Jim Robinson FF270

**topography** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

**Touch** A simple command to set the date of a file to the current date. Uses new supported method of setting a file date stamp (rather than reading and writing back a byte) Author: Phil Lindsay and Andy Finkel FF49

**toybox** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

**trackdisk** Demonstrates use of trackdisk driver. Useful example of 'raw' disk read/write. Author: Rob Peck FF5, FF1

**Tracker** Useful debugging routines similar in function but more versatile to those of 'MemTrace' on FF163. Will track and report on calls to AllocMem(), FreeMem() (or lack thereof!) among others. V0.0a (Alpha release). By Karl Lehenbauer FF181, FF35

**TrackSave** A trackdisk patch which removes all known bugs and patches the trackdisk task to allow various enhancements, such as reading good sectors from partially bad tracks, write verification, write protect simulation, and turning off clicking. Version 1.0, includes source in C and assembler. Author: Dirk Reisig FF312

**TrackUtils** Two utilities that deal with disk tracks. TCopy copies one or more tracks from one disk to another, and is useful for copying part of a floppy disk into RAD; during bootup. TFile creates a dummy file which 'marks' a specified range of tracks, preventing AmigaDOS from using them and allowing them to be used for raw trackdisk data. Includes C source. Author: Eddy Carroll FF350

**Trails** Cute little program that leaves a trail behind the pointer when the mouse is moved. The trail has programmable symmetry, thickness, and length. The other interesting thing about this program is that it is written in Modula-2 (source provided). Author: Richie Bielak FF32

**translator.bmap** one of the necessary links between AmigaBASIC and the system libraries. AM8

**Tree** A very simple directory tree traversal program, written primarily as an aid to creating zoo archives and disk backups. Has options to exclude certain directories or files with specific extensions. Includes source. Author: Tomas Rokicki FF306

**Tree** Draws a recursive tree (green leafy type, not files). Author: Robert French (original version by W. Balthrop) FF31

**Trees** Another 'tree growing' program, similar to the one on FF31, but more extensive. Author: Unknown; Amiga version by Terry Gintz FF49

**Trees and Recursion:** An introduction to binary trees and how to use recursion. Written in C. Author: Forest Arnold. AC7

**tree.o** UNIX compatible tree() function, Assembler program. Object file and documentation provided. AM2

**TreeWalk** A command for visiting all the files of a subtree of an Amiga file system, testing every file in the specified subtree against a supplied 'filter' expression, and if the file passes through the filter, to issue the specified command with that file as one of the arguments. It is designed to be reasonably fast, robust, and not use a lot of stack space or any other critical resources. Includes source. Author: Mike Meyer FF289

**trek73** A Star Trek game. This one is just crying out to be Amigaized by some ambitious hacker. Authors: Many, see comment in main.c. FF10

**TrekTrivia** Very nice mouse-driven trivia type program for Star Trek fans. Contains 100 questions with additional trivia disks available from the author. This is version 2.0, an update to the version on disk 180, and includes selectable skill levels, a cheat mode, and 250K of digitized music. Binary only, shareware. Author: George Broussard FF252, FF180

**triangle** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**TriClops** Very nice graphics oriented 3D space invasion game. This was previously a commercial product which is being released into the public domain for promotional purposes (they are working on a multiuser, multimachine version) Author: Unknown, published by Geodesic Publications FF35

**Triple** 3 demos of some of the Amiga's graphics and sound capabilities. Binary only, by: Tomas Rokicki FF206

**Tsize** A simple utility to print directory tree sizes. Displays the total size of all files and subdirectories within a given directory Author: Edmund Burnette FF35

**Tsnp** Very nice 'cut and paste' type utility with lots of uses and functions. Features a pop-up intuition control panel, multiple font and color recognition, clipboard and pipe support and a couple of utility programs. V1.4a, source for support programs only. By John Russell FF179

**TUC** 'The Ultimate Clock'. Another window title clock/memory minder. This one is in 132 columns! Also gives the free memory on drives DF0, DF1 & DF2. Includes source. Author: Joerg Ansluk FF159

**Tumblin' Tots:** A complete game written in Assembly language. Save the falling babies in this game. Author: David Ashley AC1

**Tunnel** An interesting graphics demo written in TDI-Modula 2. I suggest you don't stare at this too long! Includes source. Author: Garth Thornton FF174

**TunnelVision** Another fine ABASIC game from David Addison. This is a maze game with a 3-D perspective view from inside the maze Author: David Addison FF36

**Turbo** Opens a small window with a gadget that when selected, turns off bitplane, sprite, copper and audio DMA, presumably to increase system speed. Includes source. By Oliver Wagner FF170

**TurboBackup** A fast mass floppy disk duplicator with enforced verify mode to prevent generation of incorrect copies. Version 1.00, binary only. Author: Steffen Stempel and Martin Kopp FF139

**TurboMandel** A fast mandelbrot program, written in a mix of C and assembly language. You can select between using floating point or integer calculation. Other features include a full intuition interface, cycling capabilities, extensive color control, a user definable iteration depth, fully implemented zoom, a 3-D display mode, support for extra halfbrite as well as interlace and hires, IFF load and save, accuracy selections, and more. Version 1.0, includes source in assembly and C. Author: Marivoet Philip FF302

**Turtle** A shared library of 'turtle' functions for drawing in a RastPort. Includes source in assembly and C. Author: Thomas Albers FF321





## FREELY REDISTRIBUTABLE SOFTWARE

**TurMite** A two dimensional turing machine simulator. Imagine a small bug crawling around on your computer display moving one pixel at a time. At each step it uses its internal state number and the color of the pixel it's on as indexes into a set of tables to decide what color to change the pixel to, what direction to move, and what its new internal state should be. Includes source. Author: Gary Teachout FF249

**TVText** Demo version of the TVText character generator. AM18

**TX** Todor Fay's SoundScape module source code from his AC articles. The Lattice and Manx C source code is here, along with the executable modules. AM26

**TxE** Latest demo version of MicroSmith's text editor, TxE. This is the full production version except that files are limited to 10K bytes in length and the search/replace functions are disabled. Also, demo is based on an older version of TxE, new release has additional features. Author: Charlie Heath FF31, FF20, AM12

**Text** filters text files from other systems to be read by the Amiga E.C. AM17

**Text2Exec** This program takes a text file, creating a runnable command which will output the text. Allows various operations to be done on the text. Binary only. Author: Oliver Wagner FF286

**Ty** A text display program based on Amiga 'less' version 1.0. Has both keyboard and mouse control of all functions, an intuition interface, and uses the Amiga specific keys (such as the Help key) correctly. Version 1.3, includes source. Author: Mark Nudelman, Bob Leivian, Tony Wills FF246

**TypeAndTell** Example program that demonstrates installation of an input device handler before the Intuition one. This example traps all keys typed by the user and pronounces them in real time. Includes source. Author: Giorgio Galeotti FF73

**Typing Tutor** A program written in AmigaBASIC that will help you improve your typing. Author: Mike Morrison AC6

**Udate** Udate is a replacement for the AmigaDOS date command, containing many options similar to the UNIX date command. Udate will allow you to set the date and time via prompts or directly from the command line, will display any part of the date or time using the options in any color desired, and will also make an automatic adjustment of your system clock for Daylight Savings Time so your computer will be one less clock you will ever have to set twice a year for DST. Version 1.15c, includes source. Author: George Kerber FF311

**Uedit** Version 2.5d of this nice shareware editor. Has learn mode, a command language, menu customization, hyper text, and other user configurability and customizability features. Binary only, shareware, update to FF254. Author: Rick Stiles FF286, FF254, FF189, FF173, FF121, FF60

**UeditUpdate** This is a partial update to the 2.5d version of Uedit on disk 286. It includes only the UES executable, which has had patches d1 through d4 applied. Disk 286 is still needed for a complete Uedit shareware distribution. Binary only. Author: Rick Stiles FF301

**Ueturb** Example of extensive customization of Uedit to set up a nice development environment. Includes source. Author: Tom Althoff FF60

**undelete** Executable program undeletes a file. Documentation included. AM12

**UnHunk** Tool to process the Amiga 'hunk' loadfile format. Collects code, data, and bss hunks together, allows individual specification of code, data, and bss origins, and generates binary file with format reminiscent of UNIX 'a.out' format. The output file can be easily processed by a separate program to produce Motorola 'S-records' suitable for downloading to PROM programmer. Author: Eric Black FF26

**UnIfDef** Useful program for removing ifdef sections from a file while otherwise leaving the file alone. Allows one source to be used as a porting base for many machines, without shipping the entire source to every source customer. (Pre-process for their machine and send them only the source for their specific machine). Author: DaveYost FF35

**Uniq** A text processor which compacts repeated adjacent lines. Intended to be used with a sorted file to print unique lines, or repeated lines. Behaviour and options like UNIX version. Version 1.1, includes source. Author: John Woods, Amiga port by Gary Duncan FF317

**Units** Units conversion program, including a chart option which allows you to create charts of conversions. Nifty. Includes source. Author: Gregory Simpson FF74

**UNIXarc** A version of arc suitable for UNIX System V. Author: System Enhancement Associates FF50

**UnixDrs** A program which intercepts calls to dos.library to add the UNIX style '/' and '.' syntax for current and parent directories, respectively, to file and path names. I.E., you can refer to files in the current directory as './foo' and files in the parent directory as '../foo', or any combination of the two. Includes source in assembly. Author: Murray Bennett and Mark Cyster FF321

**UnixUtil** A few CLI utilities, including some functionally similar to the UNIX utilities of the same names. Included are: Wc, Head, Tail, Tee, Detab, Entab, and Trunc. Descriptions are given in the included '.doc' files. By Gary Brant FF179

**UnknownGirl** Another small musical piece similar in execution to 'Synthmania' on FF153. Binary only. By Holger Lubitz FF162

**Unshar** This program extracts files from Unix shar archives. It scores over similar programs by being small and fast, handling extraction of subdirectories, recognising a wide variety of 'sed' and 'cat' shar formats, and handling large files spread across several shar files. This is version 1.3. Includes C source. Author: Eddy Carroll FF345, FF287

**Update** Used to update an older working disk with files from a newly released disk. Files on the older disk that are out of date will be upgraded with files from the new disk. Author: Unknown, downloaded from Software Distillery FF45

**Uranus** An IFF picture. AM6

**Utilities** A group of four little utility programs, Cal, Undelete, DClock and WhereIs. Binary only, see the ReadMe file for a description of each. Author: Dan Schein FF154

**UUCP** An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.03D. Includes source. Author: Various, major enhancements by Matt Dillon FF313, FF310, FF152

**UuDecode** Programs to encode/decode binary files for transmittal via mail, or other text-only methods. Binary file is expanded by approximately 35% for transmittal. Author: Mark Horton FF38

**UuEncode** Programs to encode/decode binary files for transmittal via mail or other text-only methods. The binary file is expanded by approximately 35% for transmittal. This release is an update to the version on FF53, and includes a simple line-by-line checksum technique that can read and write files compatible with the older uuencode/uuencode, plus a file size test modification that is transparent to older uuencodes. Author: Mark Horton with mods by Alan Rosenthal and Bryce Nesbitt FF92, FF53

**UUpc** Version 1.0 of a suite of programs that will allow you hook up your Amiga as a usenet node. Includes source. Author: Richard Lamb, Stuart Lynne, Jeff Lydiatt FF109

**Uw** UNIX Windows client for the Amiga. Version 1.00, includes source. Author: Michael McInerney FF79

**v1.1h.txt** Text, 'diff' of include file changes from version 1.0 to 1.1. AM5

**v1.1update** Text, list of new features in version 1.1. AM5

**v11fd.txt** 'diff' of .fd file changes from version 1.0 to 1.1. AM4

**v28v1.diff** 'diff' of include file changes from version 28 to 1.0. AM4

**VacBench** This amusing little screen hack will 'clean up' your WorkBench screen for you when it gets too cluttered! Binary only. By Randy Jouett FF184

**ValSpeak** A filter program which transforms its standard input to 'valspeak' on its standard output. Author: Unknown FF46

**Vampire** Woman Vampire in LoRes FF72

**VAUX-Killer** A very funny animation which won 2nd place in the 1989 BADGE Killer Demo Contest. Because of its size, the demo is split across two disks. Two floppy drives, or a hard disk, are strongly recommended. Binary only. Author: Roger Curren FF265 & 266

**vc** VisiCalc type spreadsheet, no mouse control. Executable program and documentation. AM14

**Vc** Visicalc-like spreadsheet calculator program. Author: James Gosling, Amiga port by Peter Hardie FF36

**VCheck** Version 1.2 of the virus detection program from Commodore Amiga Technical Support. This version will test for the presence of a virus in memory, or on specific disks. Binary only. Author: Bill Koester. FF126

**VcEd** A Voice (Tone) Editor for the Yamaha 4 Operator series synthesizers. Binary only, source available from author. Author: Chuck Brand FF345

**VDraw1.16** Shareware drawing program submitted by the author. This version uses menus but includes some items not on version 1.19, also on this disk. Drawing program, based on freedraw, but now transformed and enhanced beyond recognition. Draws hollow boxes, filled boxes, freehand sketches, lines, circles, and arcs. Also has area fill, text insertion, 16 different line patterns, predefined area fill patterns, a magnify mode, cut and paste, color inversion, erase, grid pattern, and more. This is version 1.14. This shareware program (suggested \$15 donation) was submitted by the author for inclusion in the library. Author: Stephen Vermeulen FF52, FF38, FF31

**Vdraw1.19** Latest version of Vdraw, with a completely new iconic user interface, and some other new features including a color palette mixer and DPaint style brushes, extended cutting features, area locking, and a flexible printing interface. Author: Stephen Vermeulen FF52

**Vectors** A simple program to test how fast the Amiga can draw lines. Includes two versions, 1.0 and 1.1, each of which performs tests slightly differently. Includes source. Author: Gauthier Groult and Jean Michel Forgeas FF316

**vendors** Older text file of Amiga vendors, names, addresses. AM12

**Venus** An IFF picture. AM6

**Verify** Walks a directory hierarchy reading all files, reporting any files that can't be entirely read. Version 1.2, includes source. Author: Joel Swank FF304

**ves copy** protection. Executable program and documentation. AM14

**Vgad** A new gadget editor that takes two pictures of the window and its gadgets, one being the normal gadget state and the other being the fully selected state, and then merges the data and converts to C source code. Version 1.0, binary only. Author: Stephen Vermeulen FF137, AC1

**Viacom** Latest version of viacom for use in conjunction with the WaveBench demo. Binary only. Author: Leo Schwab & Bryce Nesbitt FF112, FF84

**vibraphone** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Vidtex** Vidtex displays Compuserve RLE pics in source code and as an executable. AM11

**View** A mouse-oriented text file reader. Sample operation is demonstrated in reading the View.doc file, instead of using the usual 'less' text file reader. By Bryan Ford FF163, FF58, AM14

**Viewer** A very small program for displaying IFF pictures of any resolution. This one is written in assembly code and is only 988 bytes long. Binary only. Author: Mike McKittrick FF199

**ViewILBM** Reads an ILBM file and displays as a screen/window until closed. Handles normal and HAM ILBM's. Author: Based on ShowILBM, enhanced by Carolyn Scheppner FF 72, FF44

**violin** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Virus Check Dir** Several programs relating to the software virus that came to the US from pirates in Europe as detailed in Amazing Computing V2.12. Bill Koester's full explanation of the virus code is included. One program checks for the software virus on a Workbench disk; the second program checks for the virus in memory, which could infect other disks. AM24

**VirusControl** A new virus detection and control program that checks disks during insertion, protects from link viruses, shows bootblock on a screen, periodically checks system vectors, controls access to files with a requester, etc. V1.3, includes full assembly language source code. Author: Pius Nippgen FF211

**VirusUtils** Two programs to detect viruses on disk and in memory. VirusHunter removes all known viruses in memory. Viruskiller removes all known viruses in memory and after removing the viruses the disks can be checked without the virus copying itself to the disks. Version 3.60, binary only. Author: Pieter van Leuven FF331

**VirusX** A boot sector virus check program that runs in the background and automatically checks all inserted disks for a nonstandard boot sector. Such disks can optionally have their boot sector rewritten to remove the virus. Includes source. Author: Steve Tibbett FF137

**VirusX** Version 4.0 of a popular virus detection/vaccination program. This is an update to FF216. Includes a check for the new Xenos virus. Author: Steve Tibbett, Dan James, Jim Meyer FF287, FF216, FF175, FF158, FF154, FF137

**VirusAlert!** Yet another anti-virus program with a twist. Once installed a message is displayed just after a warm or cold boot notifying the user that the disk and memory are virus-free, and



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forcing a mouse-button press before continuing. Anything writing to the bootblock thereafter will destroy the message and a normal virus-infected boot (???) will take place. Versions 1.01 and 2.01, Binary only. Author: Foster Hall FF154

**VisaCard** A VISA card in an IFF picture. AM6

**VLabel** A program to print fancy customized disk labels. It will combine an IFF picture and up to 50 lines of text (which may be placed arbitrarily in any font or point size) and then print the result. The IFF picture can be virtually any size (up to 1008 by 1000). It will also print labels from a batch file produced by SuperBase. Version 1.20, binary only. Author: Stephen Vermeulen FF137

**Vlt** VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. Features include use of ARP, an AREXX port, XMODEM 1K/CRC and Kermit protocols, support for additional serial ports, external file transfer protocols (XPR), a chat mode, and scrollbar/review/history buffer. It comes in two versions, one with Tektronix emulation, and one without. The Tektronix emulation allows saving IFF files, PostScript files, and printing bitmaps to the printer. This is version 4.428, an update to version 4.226 on disk 257. The major change for this update is a rewrite of the Tektronix emulation to support almost all of the Tektronix 4105 escape sequences. Binary only. Author: Willy Langeveld FF308, FF257, FF245, FF226, FF202

**VMore** A shareware program, submitted by the author, that is a 'more' like text file viewing utility that can be run on multiple files from either the WorkBench or the CLI. Version 1.00, includes source. Author: Stephen Vermeulen FF85

**Vnews** A simple news file reader, that will read all the news files in a specified directory, optionally starting with a specified file. Includes source. Author: Stephen Vermeulen FF85

**VoiceFilter** Voice filter program for Yamaha DX series synthesizers. Voices are transferred to and from the Amiga over MIDI. Author: Jack Deckard FF38

**VPG** Video pattern generator for aligning monitors. Executable program and documentation. AM18

**VRTest** Another anti-virus utility that allows visual inspection of RAM starting at \$7E7FE, RAM cleaning, bootblock inspection and vector monitoring/resetting. Written entirely in assembly language. Version 3.2, binary only. Author: Babar Khan FF161

**VSnap** This is an enhanced version of Snap 1.3, submitted by Steve Vermeulen, which adds the ability to save clipped graphics as IFF FORM ILBM's to the clipboard, so they can be imported to other programs that understand IFF and the clipboard. Dubbed it VSnap, since the official 1.4 Snap is also included on this disk. Includes source. By: Mikael Karlsson, enhancements by Steve Vermeulen FF326

**vsprite** VSsprite example C code from Commodore, S-E-D. AM12

**Vsprites** A working vsprite example. Author: Eric Cotton FF55

**VSprites** VSprite example from Rob's book 'Programmers' Guide To The Amiga'. Produces 28 VSprites on screen simultaneously, using only three distinct sets of colors. Includes source. Author: Rob Peck FF61

**Vt100** A vt100 emulator for the Amiga, which also supports various file transfer protocols like kermit, xmodem, ymodem, zmodem, etc, has an AREXX port, can use custom external protocol modules, and more. This is version 2.9a. Includes source. Author: Dave Wecker, Tony Sumrall, Frank Anthes, and Chuck Forsberg FF330, FF275, FF138, FF114, FF55, FF47, FF41, FF36, FF31, FF29, AM17

**Vtek V2.3.1** Tektronix graphics terminal emulator based on the VT-100 prog. V2.3 and contains latest 'arc' file compression. AM17

**Vttest** Program to test compatibility of vt100-compatible terminals and terminal emulators. Requires the resources of a UNIX system to test an Amiga hosted vt100 emulator. (I haven't yet found one that even comes close to passing this test!). Author: Per Lindberg FF35

**VU** Todor Fay's SoundScape module source code from his AC articles. The Lattice and Manx C source code is here, along with the executable modules. AM26

**WackCmds** Text tips on using Wack. AM1

**walling guitar** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Wanderer** A neat little game with graphics and sound, ported from the Unix version, originally written on a Sun workstation. The idea for Wanderer came from games such as Boulderdash, Xor, and the Repton games from Superior Software. Includes a builtin editor for extending the game by adding additional screens. V2.2, includes source. Author: Steven Shipway and others. Amiga port by Alan Bland FF216

**WarpText** Fast text rendering routines, to be linked with application programs. Reported to be able to display text as fast or faster than, 'blitz'. This is an update to the version released on FF87. Version 2.0, includes source. Author: Bill Kelly FF96, FF87

**WarpUtil** Warp (version 1.11), UnWarp (version 1.0), and WarpSplit (version 1.1). Warp reads raw filesystems and archives them into a compressed version in a normal file. UnWarp turns them back into filesystems. WarpSplit splits them up into smaller pieces on a track by track basis. Binary only. Author: SDS Software FF243

**Warranger** Sends a window, identified by its name, to the front or to the back, without selecting it. Useful in conjunction with AmiCron. Works on all screens. Includes source in assembler. Author: Heiko Rath FF139

**WatchMan** A little screen hack inspired by 'EyeCon' on Sun systems. Includes source. Author: Jonas Petersson FF283

**water drip** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**WaveBench** This is Bryce Nesbitt's Badge Killer Demo Contest entry. It is a neat screen hack, and runs on 512K machines. For more laughs, try in conjunction with Viacom or Ds (Dropshadow). Includes source. Author: Bryce Nesbitt FF112

**Waveform** Jim Shields' Waveform Workshop in AmigaBASIC. In C source code and documentation. AM19

**WaveMaker** WaveMaker is intended to give beginning music and physics students a 'hands on' feel for how complex waves are made by adding a harmonic series of sine waves. A fundamental and up to seven harmonics are available. The resulting waveform can be displayed on the screen or played on the audio device using the keyboard like a piano. A game mode is also provided. Version 1.1, includes source. Author: Thomas Meyer FF318

**WBAssign** A small WorkBench program that creates AmigaDOS assignments without having to open a CLI. Assignments may be made by specifying a complete path (as supported by the CLI command), or by specifying a path relative to the current directory. This allows a program and its assigns to be moved easily. In addition, WBAssign can create assigns specified in the icon files of other programs located anywhere in the system. This is version 1.20, binary only. Author: John Gerlach Jr. FF277

**WBColors** A simple little program to change the Workbench colors to a predetermined color set, for programs that expect to be booted off their distribution disk but instead are run from a hard disk. Includes source. Author: Stefan Lindahl FF121

**WBD** Possibly the smallest utility to set the workbench screen to any depth. Includes source in C. By: Oliver Wagner FF346

**WBDepth** CLI program that allows you to change the number of bitplanes for the WB screen on the fly. Very useful for A500 and A2000 users with kickstart in ROM. Binary only. Author: Andy Rachmat FF175

**WBDualPF** An example of using a dual-playfield screen, using a method contrary to documentation in the Intuition Manual. Fixed version of copy released on FF41. Includes source. Author: Jim Mackraz FF87

**WBDump** JX-80 optimized workbench printer that does not use DumpRPort. Much more efficient than the Amiga JX-80 driver for fullscreen dumps. Includes source. Author: John Hodgson FF58

**WBLander** This entry from the Badge Killer Demo Contest is a special version of the WBLander program from FF 100. The ending is unique. Also uses sound effectively. Includes source. Authors: Peter da Silva and Karl Lehenbauer FF114, FF100

**WBPic** Replaces Workbench's color 0 with an IFF hires non-interlaced picture, in 2 or 4 colors. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert FF234

**WBRes** A program that allows WorkBench users to have resident programs, as in the resident capability of WShell, the ARP shell, and the WB1.3 Shell. Version 1.2b, shareware, binary only. Author: John Bickers FF277

**WBrn** A program designed to allow any program to be invoked from CLI yet behave as if it were invoked from Workbench. Workbench need not be loaded, thus saving the memory that Workbench would normally use. Author: JohnToebes FF43

**WBShadow** A small program that creates a shadow for everything that's displayed on your WorkBench (Windows, Icons, Gadgets, Menus, Texts, etc). V 1.0, Source in Modula-II. Author: Fridtjof Siebert FF253

**Wc** A 'word count' program, ala UNIX's wc, that is faster because it doesn't count what you don't ask for, plus some other improvements. Includes source. Author: Steve Summit FF69

**Webster** The dictionary page in an IFF picture. AM7

**weird** A program written in AmigaBASIC that makes strange sounds. AM11

**WFrag** Another version of Frags, but this one pops up a nice little window that updates occasionally. Necessary for developers who wonder what their program is doing to memory, or wonder why they can't load that program. Includes source. Author: Tomas Rokicki FF131

**Wharves** HIRES BW tall ships in port FF72

**Whats** A neat little utility which not only recognizes a wide variety of file types (executables, IFF, icons, zoo files, etc), but prints interesting information about the structure or contents of the recognized file types. Version 1.2a, binary only. Author: J. Tyberghin FF334

**Wheel** Nice little 'Wheel of Fortune' type game, written in AmigaBASIC. Author: Hari Wiguna FF67

**WheelChairSim** A wheelchair simulator developed as a project for the Technical Resource Centre and the Albert Children's Hospital, to allow the matching of a wheelchair joystick to a child's handicap and allow the child to practice using the chair in a safe (simulated) environment. Binary only. Author: Unknown, submitted by Dr. Mike Smith FF139

**wheels** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13, AM1

**WhereIs** Program which searches a disk for the first or multiple occurrences of a file with a given name. Author: Steve Poling FF45

**Whereis** Another 'find-that-file' utility. Whereis searches on your (hard-)disk for a file(name) and displays the path to that file. Some features are case independent search, wildcards, interactive mode (cd implemented), can display size and date of files, always abortable, can archive filenames for 'ZOO' (like fnams/recurdir), and no recursive procedures. Includes source in C. Version 1.18 (2-15-90). Author: Roland Bless FF321

**whereis.c** Find a file searching all subdirectories. C program. AM5

**WhichFont.c** Loads and displays all available system fonts process.i and prbase.i assembler include files. C program. AM4, AM1

**whistle** Sound demonstration icon-driven part of a set on AMICUS 10 AM10

**Who** A rewrite of 'who', from FF79, which gives substantially more elaborate information about the tasks currently running (or waiting) on your Amiga. Includes source. Author: George Musser, rewrite by Paul Kienitz FF224, FF79

**Why** replace your AmigaDOS CLI Why AM24

**Wicon** A 'Window Iconifier'. Allows you to turn your windows into small icons which can be later recalled. Currently installed with MacWin to give your windows a 'rubber-banding' effect. Version 1.14, Includes source. Author: Steven Sweeting Introducing the Amiga FF154

**Wld** Two versions of UNIX shell style wildcard matching routines. Author: Rich Salzard Fred Fish FF43

**Window** Sample program which shows how to create a DOS window in a custom screen. Author: Andy Finkel FF38

**WinSize** CLI window utility resizes current window. In C source code, executable program, and documentation. AM19

**WireDemo** Matt's entry for the Badge Killer Demo Contest. Demonstrates the Amiga's line drawing speed. Runs on a 512K Amiga. Includes source. Author: Matt Dillon FF118

**WitchingHour** A game. AmigaBASIC Program. AM3

**With** CLI command that allows you to start any other CLI command several times and give it all the files that match a file pattern as an argument, one at a time. V 1.0, Modula-II Source. By: Fridtjof Siebert FF253

**wKeys** A 'hot-keys' program that binds keyboard function keys to window manipulation functions (window activation, front to back, moving screens, etc). Includes source. Author: Davide Cervone FF128

**Woman&Pencil** Famous IFF image of a woman holding a pencil (seen in early Digi-View™ advertisements). AM7

**Wombat** Yet another terminal emulation program. Version 3.01. Has user settable cursor, programmable function keys, vt-102 emulation, auto-dialing, loadable settings files, and more. Author: Dave Warker FF50

**World** A text adventure game similar to the Infocom adventures of Planetfall and Starcross. Quite large with a tremendous variety of responses. V1.02, includes source. By Doug McDonald, Amiga port by Eric Kennedy FF184





## FREELY REDISTRIBUTABLE SOFTWARE

**WorldDataBank** A project using geographical data, declassified and made available by the CIA under the Freedom of Information Act, to draw a Mercator projection of any area of the Earth that you would like to inspect, in various degrees of magnification. Also includes a program that displays a 'satellite view' of any region. Version 2.0, includes source. Author: The CIA, Mike Groshart, Bob Dufford FF262

**WorldMap** A world map in an IFF picture. AM6

**WorldMap** An AmigaBASIC program which draws a map of the world. AM9

**Worm** An Amiga implementation of the classic 'worms' program, based on an article in the Dec 1987 issue of Scientific American. You can specify the size and length of the worms, and the number of worms. Includes source. Author: Brad Taylor, Amiga port by Chuck McManis FF218

**WriteIcon** Sample code that creates an icon using a compiled-in image, the source of which can be created with Icon2C on FF56. Version 1.0, includes source in C. Author: Dan Burris FF297

**X2X** Cross converts between Motorola/Intel/Tektronix ASCII-hex files. These files are typically used for down-line-loading into EPROMs, or for transmission where binary files cause chaos. Handles S1, S2, S3, INTEL (inc. USB A records), Tektronix (inc. extended). Source included. Author: Gary Duncan FF345

**X-Spell** A spelling checker to proofread text files and then allow you to move through the document, deciding what to do with the misspelled words. Suggested \$15 donation. Author: Hayes Haugen FF40

**XBoot** A very simple utility to convert a boot block into an executable file so you can use your favorite debugger (Wack, Dis, etc.) to study it. Includes source. Author: Francois Rouaix FF161

**XColor** A program designed to change the colors of any screen. You can also add and subtract bitplanes in the screen, or convert the screen to black and white (grayscale). Handles HAM and EHB screens. Version 1.2, includes source in assembly code. Author: Roger Fischlin FF244

**XCopy** A replacement for the AmigaDOS copy command. Preserves the file date, provides an 'update only' option, and uses UNIX type wildcards. Binary only. Author: Lee Robertson FF74

**Xebec** A couple of hacks to make life easier for those who have Xebec hard disks. One makes it more possible to Mount a Xebec hard disk with the Fast File System, the other is a compact head parking program. Includes source. Author: Paul Kienitz FF224

**xenos** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. The program on AMICUS 1 is in ABASIC FF13, AM1

**XenoZap** A program that recursively descends into directories, disabling the Xeno virus in all executable files that it finds. Version 1.0, includes source in Modula-2. Author: Kevin Kelm FF300

**XfrmrReview** Text list of Transformer programs that work. AM9

**XHair** Replaces the mouse pointer with a screen wide crosshair, which is useful for positioning things vertically or horizontally. V1.0, includes source in Modula-II. By Fridtjof Siebert FF234

**Xicon** Xicon lets you use icons to call up scripts containing CLI commands. V2.5, an update to FF157. New features include automatic selection of the correct execution directory, the option to have keyboard interaction, and the use of IF, ELSE, etc DOS commands. Binary only. Author: Pete Goodeve FF290, FF157, FF102, FF31

**Xlisp** Small lisp type interpreter, binary only (source to older version was on disk #18). Version 1.7. Author: Dave Betz FF39, FF18, FF3

**xmodem** One of the many basic sample programs from Fred Fish's Disk 13 Grab Bag. At press time it is not certain whether which of the two early basics this program used. FF13

**Xoper** Very comprehensive program to monitor and control system activity. Monitor cpu, memory usage, ports, interrupts, devices. Close windows, screens, show loaded fonts or last Guru code number. Clean up memory, flush unused libraries, devices, fonts, etc. and a whole bunch more! Spawns its own process. A very handy background task to have loaded. This is version 2.2. Changes include mostly bug fixes and some minor enhancements. Assembly source included. Author: Werner Gunther FF318, FF274, FF228, FF171

**Xplor** A program that scans all the system lists that start in ExecBase and prints out their names and addresses at which they start. Includes assembly source. Author: Larry Phillips FF73

**XprKermit** An Amiga shared library which provides Kermit file transfer capability to any XPR-compatible communications program. Supports version 2.0 of the XPR Protocol specification. Version 1.5, includes source. Author: Marco Papa, Stephen Walton FF330

**XprLib** External file transfer protocol library. Document and code example for implementing external file transfer protocols using Amiga shared libraries. This is version 2.0 with many extensions and enhancements. Includes sample XPR library and source. Author: Willy Langeveld FF247, FF240

**XprZmodem** An Amiga shared library which provides ZModem file transfer capability to any XPR-compatible communications program. V2.0. It adds support for XPR spec V2.0 capabilities, including automatic download activation, better user interface for setting options, improved transmission speed, and other minor enhancements. Includes source. By Rick Huebner FF261, FF236

**Xref** A C cross-reference gen., C program in C source code and executable. AM3

**xrf** C cross reference utility. Originally from Decus C distribution. Author: Bob Denny FF2

**YaBoingII** A game program demonstrating hardware sprite usage, including collision detection. + Includes source. Author: Ali Ozer, based on original by Leo Schwab FF136, FF36

**Yacc** This is a port of Berkeley Yacc for the Amiga. This Yacc has been made as compatible as possible with the AT&T Yacc, and is completely public domain. Note that it is NOT the so-called Decus Yacc, which is/was simply a repackaging of the proprietary AT&T Yacc. Amiga version 1.0a, includes source. Author: Bob Corbett, Amiga port by Eric Green FF299

**YachtC3** Update to the Yacht program on disk #10, contains some fixes and incorporates a simple sound process. Version 3, includes source. Author: Sheldon Leemon, with enhancements by Mark Schretlen FF158, FF10, AM2

**Yalfr** Yet Another IFF Reader. Handles HAM, HIREs, and overscan, includes source. Author: Leo Schwab FF87

**YoYo** weird zero-gravity yo-yo demo, tracks yo-yo to the mouse, in AmigaBASIC. AM8

**Zc** A full K&R C compiler based on a port of the Atari ST version of the Sozobon-C compiler. Includes the C compiler main pass written by Johann Ruegg with fixes and enhancements by Joe Montgomery and Jeff Lydiatt, a cc front end written by Fred Fish with enhancements by Jeff Lydiatt and Ralph Babel, an optimizer written by Tony Andrews, an assembler written by Brian Anderson and Charlie Gibb, a linker written by the Software Distillery, generic include files, and a C runtime library written by Dale Schumacher and ported by Jeff Lydiatt. This is version 1.01. Author: Various, see documentation. FF314, FF193

**Zerg** An Ultima clone that takes your character through a simple but deadly fantasy world where you get to slaughter monsters, talk with the inhabitants of fully populated towns, embark on royal quests, purchase a plethora of weapons, cast spells, and otherwise occupy yourself while your computer is engaged in more important business. Version 1.0, binary only. Author: Mike Shapiro FF252

**ZeroVirus** A fully integrated virus checker and killer, with bootblock save and restore features. Finds both bootblock and file based viruses. Uses Brainfiles to recognise viruses, and has 'on-line' Brainfile editing facilities. Can be iconified to Workbench screen. This is version 2.01, an update to FF242. Binary only. Author: Jonathan Potter FF287, FF242

**Zippy** A 'Graphical Shell'. Opens a medium-size window and attaches a menu-strip for performing all sort of disk/data manipulations. Features script files allowing you to attach custom menu selections as you move between directories. Also included is an intuition based utility for altering FileInfo data. (filename, filetype, RWED attributes, etc.) Version 2.5, binary only. Author: Michael Weiblen FF175

**Zoo** A file archiver, much like 'arc' in concept, but different in implementation and user interface details. Includes some nice features that 'arc' lacks (such as file/path names up to 255 characters in length). This is version 2.00, an update to the version released on FF 136. Binary only. Author: Rahul Dhesi, Amiga port by Brian Waters FF164, FF136, FF108, FF87

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Rockville, MD 20852  
(301) 984-0262 Info  
(800) 367-8465 Orders  
Inquiry #324

**Crystal Rose Software**  
109 South Los Robles  
Pasadena, CA 91101  
(818) 795-6664  
Inquiry #325

**CSA/Computer System Assoc.**  
7564 Trade St.  
San Diego, CA 92121  
(619) 566-3911  
FAX (619) 566-3923  
Inquiry #326

**CV Designs**  
61 Clewley Road  
Medford, MA 02155  
(617) 396-8354  
Inquiry #327

**DATAPATH**  
P.O. Box 1828  
Los Gatos, CA 95031  
Inquiry #328

**DATASOUND**  
603 Brantley Place  
Virginia Beach, VA 23452  
(804) 431-1362  
Inquiry #329

**Data East USA, Inc.**  
1850 Little Orchard Drive  
San Jose, CA 95125  
(408) 286-7080  
(408) 286-7074  
Inquiry #330

**Data Research Processing, Inc.**  
5121 Audrey Dr.  
Huntington Beach, CA 91649  
(714) 840-7186  
Inquiry #331

**\*Data Solutions**  
43624 Appomattox Court  
Canton, MI 48188  
(313) 397-2889  
Inquiry #332

**Datamax Research Corp.**  
Box 5000  
Bradford, Ontario,  
Canada L3T 2A6  
(416) 250-7424  
Inquiry #333

**DataSoft**  
Distributed by Electronic Arts  
Inquiry #334

**Datel Computers**  
3430 E. Tropicana #67  
Las Vegas, NV 89121  
(800) 782-9110  
FAX (508) 675-6002  
Inquiry #335

**Day's**  
17538 Glen Road  
Gambier, OH 43022  
(614) 397-5639  
Inquiry #336

**Delphi Noetic Systems, Inc.**  
P. O. Box 7722  
Rapid City, SD 57709  
(605) 348-0791  
FAX (605) 342-2247  
Inquiry #337

**Delta Graphics**  
48 Dighton Street Suite 2  
Brighton, MA 02135  
(617) 254-1506  
Inquiry #338

**Delta Research**  
P. O. Box 1051  
San Rafael, CA 94915  
(415) 461-1442  
Inquiry #339

**Design Press,  
Division of TAB BOOKS, Inc.**  
10 East 21 Street  
New York, NY 10010  
Inquiry #340

**Designing Minds, Inc.**  
3006 N. Main  
Logan, UT 84321  
(801) 752-2500  
Inquiry #341

**Designlab**  
P. O. Box 419  
Owego, NY 13827  
(607) 687-5740  
Inquiry #342

**\*DesignTech Business Systems**  
10474 Rancho Carmel Drive #50  
Vancouver, BC Canada V6Z 2J1  
(640) 669-1855  
Inquiry #343

**DevWare, Inc.**  
10474 Rancho Carmel Drive  
San Diego, CA 92128  
(619) 673-0759  
Inquiry #344

**Diemer Development**  
12814 Landale St.  
Studio City, CA 91604  
(818) 762-0804  
Inquiry #345

**DigiFeX Corporation**  
610 Main Street  
Oregon City, OR 97045  
(503) 656-8818  
Inquiry #346



# AMIGA VENDORS

**DigiSoft**  
12 Dinmore Street  
Moorooka, Brisbane,  
Queensland, AUSTRALIA 4105  
**Inquiry #347**

**Digiscap Software**  
P.O. Box 113058  
Carrollton, TX 75011-3058  
(214) 241-9891  
**Inquiry #348**

**DigiTek Software**  
8910 N. Dale Mabry Exec Ctr.  
Tampa, FL 33614  
(813) 933-8023  
**Inquiry #349**

**Digital Animation Productions**  
10 Thatcher Street Ste.116  
Boston, MA 02113  
(617) 720-2038  
(617) 720-2355  
**Inquiry #350**

**Digital Concepts**  
43035 Hayes Road Suite 229  
Sterling Heights, MI 48078  
(313) 772-1416  
**Inquiry #351**

**\*Digital Creations**  
2865 Sunrise Blvd, Suite 103  
Rancho Cordova, CA 95742  
(916) 344-4825  
FAX (916) 635-0475  
**Inquiry #352**

**Digital Designs**  
P.O. Box 593  
Whiteville, NC 28472-0593  
(919) 642-6295  
**Inquiry #353**

**Digital Dynamics**  
739 Navy Street  
Santa Monica, CA 90405  
(213) 396-9771  
**Inquiry #354**

**Digital Formations**  
P.O. Box 3606  
Lakewood, CA 90711-3606  
**Inquiry #355**

**Digital Solutions, Inc.**  
PO Box 345 Station A  
Willowdale, Ontario,  
CANADA M2N 5S9  
(416) 731-8775  
**Inquiry #356**

**DigitalArts/257**  
1033 Peachtree Street N.E.  
Atlanta, GA 30309  
**Inquiry #357**

**\*Discovery Software**  
163 Conduit St.  
Annapolis, MD 21401  
(301) 268-9877  
**Inquiry #358**

**Dimension-X, Inc./CommoTech**  
1636 D Ave.  
National City, CA 92050  
(619) 477-3106  
FAX (619) 477-3974  
**Inquiry #359**

**Ditek International**  
2651 John St.  
Markham, Ontario,  
Canada L3R 2W5  
(416) 479-1990  
FAX (416) 479-1882  
**Inquiry #360**

**Dr. T's Music Software, Inc.**  
220 Boylston St. #206  
Chestnut Hill, MA 02167

(617) 244-6954  
**Inquiry #361**

**Duggan DeZign Inc.**  
16 Oak Ridge Drive  
West Warwick, RI 02893  
(401)826-0140  
(401)826-2961  
**Inquiry #362**

**dissidents**  
730 Dawes Ave.  
Utica, NY 13502  
(315) 797-0343  
**Inquiry #363**

**Eagle Tree Software**  
P. O. Box 164  
Hopewell, VA 23860  
(804) 452-0623  
**Inquiry #364**

**EaseWare**  
11160F S Lakes Dr., Suite 305  
Reston, VA 22091  
(703) 709-9686  
**Inquiry #365**

**East/West Software**  
73 Lorna Lane  
Suffern, NY 10901  
(914) 627-2831  
**Inquiry #366**

**EasyScript! Software**  
10006 Covington Drive  
Huntsville, AL 35803  
(205) 881-6297  
**Inquiry #367**

**ECE Research & Development**  
1651 N. Monroe St.  
Tallahassee, FL 32303  
(904) 681-0786  
**Inquiry #368**

**Eclipse Data Management**  
511 W Glen Oaks Blvd. Ste 345  
Glendale, CA 91202  
(818) 243-0313  
**Inquiry #369**

**Elan Design**  
P. O. Box 31725  
San Francisco, CA 94131  
(415) 359-7212  
FAX (415) 359-7181  
**Inquiry #370**

**Electronic Arts**  
1820 Gateway Drive  
San Mateo, CA 94404  
(800) 245-4525  
(415) 571-7171  
FAX (415) 571-7995  
**Inquiry #371**

**Electronic Innovations**  
3017 W. Hampden Ave.  
Eaglewood, CO 80110-1823  
(303) 789-0608  
(303) 789-0809  
**Inquiry #372**

**Electronic Zoo**  
3431-A Benson Ave  
Baltimore, MD 21227  
(301)646-5031  
FAX (301)646-7753  
**Inquiry #373**

**Elipsys**  
1997 Mayflower Drive  
Woodbridge, VA 22192  
(703) 490-8157  
**Inquiry #374**

**Elkon Enterprises**  
4654 Mistletoe  
Wichita Falls, TX 76308  
(817) 691-0964  
**Inquiry #375**

**Emerald Intelligence**  
3915 Research Park Dr, Ste A1  
Ann Arbor, MI 48108  
(313) 663-8757  
**Inquiry #376**

**Empire Graphics**  
P.O. Box 964  
Union, NJ 07083  
(201)964-7864  
**Inquiry #377**

**Ensign Software**  
2641 Shannon Court  
Idaho Falls, ID 83404  
**Inquiry #378**

**EPYX**  
600 Galveston Drive, Box 8020  
Redwood City, CA 94063  
(415) 366-0606  
FAX (415) 369-2999  
**Inquiry #379**

**Eraware**  
P. O. Box 10832  
Eugene, OR 97440  
(503) 345-9178  
**Inquiry #380**

**Ergotron**  
3450 Yankee Drive Suite 100  
Eagan, MN 55121  
(800) 888-8458  
(612) 452-8135  
**Inquiry #381**

**Erisian Software Products**  
132 Cedar Dunes  
New Smyrna Beach, FL 32069  
(904) 423-3949  
**Inquiry #382**

**Eschalon Development**  
2354 Cote Street Catherine  
Montreal, Quebec,  
Canada H3T 1A9  
(514) 340-9244  
**Inquiry #383**

**Ethos Development**  
3617 Lawson Blvd.  
Delray Beach, FL 33445  
(407) 496-0843  
**Inquiry #384**

**Eurosoft International Inc.**  
70 Woodfin Place, Suite 400  
Asheville, NC 28801  
(704) 255-7590  
**Inquiry #385**

**Expansion Systems**  
44862 Osgood  
Fremont, CA 94539  
(415) 656-2890  
**Inquiry #386**

**\*Expansion Technologies**  
44862 Osgood  
Fremont, CA 94539  
(415) 656-2890  
**Inquiry #387**

**Expert Services**  
5912 Centennial Circle  
Florence, KY 41042  
(606) 371-9691  
(606) 371-9690  
**Inquiry #388**

**Express-Way Software, Inc.**  
PO Box 10290  
Columbia, MO 65205-4005  
(314) 474-2984  
**Inquiry #389**

**EyeFullTower Communications/  
Earful Tower Productions**  
15 Rocydale  
Bristol, VT 05443  
(802) 453-4293  
**Inquiry #390**

**EZSoft**  
21125 Chatsworth St.  
Chatsworth, CA 91311  
(818) 341-8681  
**Inquiry #391**

**Fairbrother & SoeparMann**  
5054 South 22nd Street  
Arlington, VA 22206  
**Inquiry #392**

**First Byte Inc.**  
Distributed by Electronic Arts  
**Inquiry #392**

**\*First Row Software Publishing**  
3624 Market St.  
Philadelphia, PA 19104  
(215) 662-1400  
**Inquiry #393**

**Flight Training Devices**  
P. O. Box 91723  
Anchorage, AK 99509  
(907) 276-6719 (Before 11)  
**Inquiry #394**

**FOCAL Software Productions**  
P.O. Box 14543  
Minneapolis, MN 55414  
(612) 646-6752  
**Inquiry #395**

**Focal Press**  
80 Montvale Ave.  
Stoneham, MA 02180  
(800) 544-1013  
**Inquiry #396**

**For Art's Sake**  
2455 Volusia Ave. #206  
Daytona Beach, FL 32114  
(904) 252-6442  
**Inquiry #397**

**Free Spirit Software, Inc.**  
P. O. Box 128, 58 Noble St.  
Kutztown, PA 19530  
(215) 683-5609  
**Inquiry #398**

**Frog Peak Music**  
P. O. Box 9911  
Oakland, CA 94613  
(415) 461-1442  
**Inquiry #399**

**FTL Games**  
6160 Lusk Blvd. C-206  
San Diego, CA 92121  
(619) 453-5711  
**Inquiry #400**

**Fugue State Press**  
P.O. Box 80 Cooper Station  
New York, NY 10276  
(212) 673-7922  
**Inquiry #401**

**Fuller Computer Systems**  
P. O. Box 92222  
Mesa, AZ 85214  
(602) 835-5018  
**Inquiry #402**

**Future Computer Applications**  
P. O. Box 6140  
Santa Fe, NM 87502  
(505) 984-0774  
**Inquiry #403**

**GENP**  
37 Charles St.  
Cheltenham Victoria 3192,  
AUSTRALIA  
(03) 584-2765  
Int 61-3-584-2765  
**Inquiry #404**

**GENie (General Electric  
Information Services)**  
401 North Washington  
Rockville, MD 20850  
(800)638-9636  
**Inquiry #405**

**\*Generic News Magazine**  
1729 Manitoba Circle

Corona, CA 91720  
(714) 737-3760  
**Inquiry #406**

**Geodesic Publications**  
P. O. Box 956068  
Duluth, GA 30136  
(404) 822-0566  
**Inquiry #407**

**Gfx Base**  
1881 Ellwell Drive  
Milpitas, CA 95035  
(408) 262-1469  
**Inquiry #408**

**Gimpel Software**  
3207 Hogarth Lane  
Collegeville, PA 19426  
(215) 584-4261  
**Inquiry #409**

**Giraffe-X Desktop Publishing**  
1826 Divisadero Street  
San Francisco, CA 94114  
(415) 567-5780  
(415) 346-9166  
**Inquiry #410**

**GlassCanvas Productions, Inc.**  
P.O. Box 6171  
Boston, MA 02114  
(617) 367-3229  
**Inquiry #411**

**GlennLoc Corporation**  
3903 Carolyn Avenue  
Fair, VA 22031  
(703) 273-5663  
**Inquiry #412**

**Go Software**  
RR#1 Box 442 Spicer Road  
Thompson, CT 06277  
(203) 923-2348  
**Inquiry #413**

**Gold Disk, Inc.**  
2175 Dunwin Dr. #6  
Mississauga, Ontario,  
Canada L5L 1X2  
(416) 828-0913  
**Inquiry #414**

**Golden Hawk Technology**  
427-3 Amherst Street, Suite 389  
Nashua, NH 03063  
(603) 424-0269  
**Inquiry #417**

**GRAFX Computing**  
6680 Wiltsie Road  
Panama, NY 14767  
(716) 782-2468  
**Inquiry #418**

**Gamma Software**  
17730 15th Avenue N.E. Ste 223  
Seattle, WA 98155  
(206) 363-6417  
**Inquiry #419**

**Graphic Design Studio**  
417 Transcontinental Drive  
Metairie, LA 70001  
(504) 455-0341  
**Inquiry #420**

**Graphic Expressions**  
P. O. Box 110028  
Nutley, NJ 07110  
(201) 661-0408  
**Inquiry #421**

**Grass Roots Video Productions**  
P.O. Box 10889  
Burke, VA 22015  
(703) 569-2652  
**Inquiry #422**



# AMIGA VENDORS

**Great Cover-ups**  
P. O. Box 751  
Oregon City, OR 97045  
(503) 655-0602  
**Inquiry #423**

**Great North Publications**  
2814 Third Street North  
St. Cloud, MN 56303  
(612) 251-8312  
**Inquiry #424**

**Great Valley Products**  
600 Clark Avenue  
King of Prussia, PA 19406  
(215)337-8770  
FAX (215)337-9922  
**Inquiry #425**

**Group Business Systems, Inc.**  
12755 Mateson Ave.  
Los Angeles, CA 90066  
**Inquiry #426**

**Haitex Resources**  
P.O. Box 20609  
Charleston, SC 29413  
(803) 881-7518  
**Inquiry #427**

**Hammond Photographic Services**  
11280 Washington Place  
Culver City, CA 90230  
(213) 390-3010  
**Inquiry #428**

**Harcourt Brace Jovanovich**  
(800)543-1918  
**Inquiry #429**

**Hash Enterprises**  
2800 E. Evergreen Blvd.  
Vancouver, WA 98661  
(206) 693-7443  
**Inquiry #430**

**HC Software Australia**  
GPO Box 2204  
Adelaide, 5001,  
AUSTRALIA  
(08) 344-6897  
**Inquiry #431**

**Helpkey**  
6671 W Indiantown Rd, Ste 563  
Jupiter, FL 33458  
(407) 694-1756  
FAX (407) 575-5898  
**Inquiry #432**

**Hewlett-Packard Company**  
16399 W. Bernardo Drive  
San Diego, CA 92127-1899  
(619) 592-4676  
**Inquiry #433**

**Hi Tech Graphics**  
P. O. Box 446  
Tallmadge, OH 44278  
(216) 633-7966  
**Inquiry #434**

**Hi! Tech News**  
86 Lanvale Avenue  
Asheville, NC 28806  
(704)252-4933  
**Inquiry #435**

**Hilton Android**  
P. O. Box 7437  
Huntington Beach, CA 92615  
(714) 963-4584  
**Inquiry #436**

**Hokianga Software**  
Campbell Street (PO Box 67)

Rawene, Hokianga, Northland,  
NEW ZEALAND,  
Starnet TZQ 146  
(int) +64 887 57761  
**Inquiry #437**

**Hologramophone Research**  
6225 SW 145 St.  
Miami, FL 33158  
(305) 252-2661  
**Inquiry #438**

**Howard W. Sams & Co., Inc.**  
11711 N. College Ave.  
Carmel, IN 46032  
(317)573-2500(office)  
(800)257-5755(orders)  
**Inquiry #439**

**ICD, Inc.**  
1220 Rock Street  
Rockford, IL 61101  
**Inquiry #440**

**Iconoclassic Software, Inc.**  
PO Box 31323  
Richmond, VA 23294  
(804)359-4085  
**Inquiry #441**

**IDG Communications**  
80 Elm St.  
Peterborough, NH 03458  
(603) 924-4061  
**Inquiry #442**

**Ideal Hardware Ltd.**  
3rd Floor Low Rise, Tolworth  
Tower Surbiton,  
Surrey KT6 7EL England  
01 390 1211  
**Inquiry #443**

**Image Tech**  
9276 Adelphi Rd, Suite 102  
Adelphi, MD 20783  
(301) 439-1151  
**Inquiry #444**

**ImageSet**  
555 19th St.  
San Francisco, CA 94107  
(415) 626-8366  
**Inquiry #445**

**Imaging That!**  
2593 Seneca Tr.  
Box 95633/Duluth, GA 30136  
(404) 446-9417  
**Inquiry #446**

**Impressions**  
4018 West 65th Street  
Minneapolis, MN 55435  
(612) 926-0302  
**Inquiry #447**

**Impulse, Inc.**  
6870 Shingle Creek Pkwy #112  
Minneapolis, MN 55430  
(612) 566-0221  
FAX (612)566-1822  
**Inquiry #448**

**Imtronics Inc**  
12301 S.W. 132 Court  
Miami, FL 33186  
(305) 255-6903  
(305) 255-9302  
**Inquiry #449**

**INTOUCH TUTORIALS**  
3001 Red Hill Ave. Bldg. 6  
Costa Mesa, CA 92626  
(714) 546-4814  
**Inquiry #450**

**Incognito Software**  
26717 Plymouth  
Redford, MI 48239  
(313) 937-1850  
**Inquiry #451**

**Infocom**  
3885 Bohannon Dr.  
Menlo Park, CA 94025  
(415) 329-0800  
(415) 322-0260  
**Inquiry #452**

**Inforite Corporation**  
1670 Amphlett Blvd. Ste. 201  
San Mateo, CA 94402  
(415) 571-8766  
**Inquiry #453**

**Inkwell Systems**  
1050 R-Pioneer Way  
El Cajon, CA 92020-1943  
(619) 440-7666  
**Inquiry #454**

**Inner Circle Software**  
P.O. Box 486  
Northboro, MA 01532  
BBS (508) 393-3875  
**Inquiry #455**

**InnerPrise Software, Inc.**  
128 Cockeysville Road  
Hunt Valley, MD 21030  
(301) 785-2266  
**Inquiry #456**

**InnoVision Technology**  
1933 Davis St. Ste. 238  
San Leandro, CA 94577  
(415) 638-8432  
**Inquiry #457**

**Inovatronics, Inc.**  
8499 Greenville Ave., Ste 209B  
Dallas, TX 75231  
(214) 340-4991  
**Inquiry #458**

**Inset Systems**  
71 Commerce Drive  
Brookfield, CT 06804  
(203) 775-5866  
**Inquiry #459**

**Integral Systems**  
PO Box 31626  
Dayton, OH 45431  
(513) 237-8290  
**Inquiry #460**

**Intelligent Music**  
116 North Lake Ave.  
Albany, NY 12206  
(518) 434-4110  
(800) 344-2086  
**Inquiry #461**

**Interactive Microsystems**  
P. O. Box 1446  
Haverhill, MA 01831  
(508) 372-0400  
**Inquiry #462**

**Interactive Softworks**  
2521 S. Vista Way, Suite 254  
Carlsbad, CA 92008  
(619) 434-5327  
**Inquiry #463**

**Interactive Video Systems**  
11612 Knott Ave. Ste.13  
Garden Grove, CA 92641  
(714) 890-7040  
FAX (714) 898-0858  
**Inquiry #464**

**InterCore Development Systems**  
7 Doverhill Drive  
Nesconset, NY 11767  
(516) 361-8628  
**Inquiry #465**

**Intercomputing**  
2100 N. Hwy 360, Suite 2101  
Grand Prairie, TX 75050-0115  
**Inquiry #466**

**Interface Technologies Corporation**  
3336 Richmond Ave., Ste 323  
Houston, TX 77098  
(713)523-8422  
(800)922-9049  
**Inquiry #467**

**Interplay Productions**  
3710 S. Susan Ste. 100  
Santa Ana, CA 92704  
(714) 545-9001  
FAX (714) 545-5075  
**Inquiry #468**

**Interstel**  
Distributed by Electronic Arts  
**Inquiry #469**

**Intracorp, Inc.**  
14160 S.W. 139th Court  
Miami, FL 33186  
(800) 468-7226  
**Inquiry #470**

**\*Intuitive Technologies**  
2700 Garden Road, Suite 6  
Monterey, CA 93940  
(408) 646-9147  
**Inquiry #471**

**ISD Marketing**  
2651 Johns St. Unit 3  
Markham, Ontario,  
Canada L3R 2W5  
(416) 479-1991  
**Inquiry #472**

**ISM, Inc.**  
PO Box 247  
Phoenix, MD 21131  
(301) 527-1988  
**Inquiry #473**

**JDK Images/Shereff Systems**  
15075 SW Koll Pkwy Ste G  
Beaverton, OR 97006  
(503)626-2022  
**Inquiry #474**

**JEK Graphics**  
12103 S Brookhurst Ste. E-125  
Garden Grove, CA 92642-3065  
(714) 530-7603  
**Inquiry #475**

**Jet Technology**  
16 Pembroke Road  
Weston, MA 02193  
(617) 239-8383  
**Inquiry #476**

**JMH Software**  
7200 Hemlock Lane  
Maple Grove, MN 55369  
(612) 424-5464  
**Inquiry #477**

**Joe's First Company**  
208 Glenayr Road  
Toronto, Ontario,  
Canada M5P 3C3  
(800) 387-8967  
(416) 322-6119  
**Inquiry #478**

**John 1:1 Graphics**  
P. O. Box 316  
Bellflower, CA 90706  
**Inquiry #479**

**Joyce I. Peck**  
P. O. Box 1051  
Qualicum Beach, BC,  
Canada V0R 2T0  
(604) 752-3364  
**Inquiry #480**

**Jumpdisk**  
1493 Mountain View Ave.  
Chico, CA 95926  
(916) 343-7658  
**Inquiry #481**

**K & M Technology**  
1833 Reddington Road  
Newark, OH 43055

(614) 522-3718  
**Inquiry #482**

**Kara Computer Graphics**  
2554 Lincoln Blve. Suite 1010  
Marina Del Rey, CA 90291  
(213) 578-9177  
**Inquiry #483**

**KarmaSoft**  
PO Box 1034  
Golden, CO 80402  
(303) 277-1241  
**Inquiry #484**

**Keypunch Software**  
1221 Pioneer Building  
St. Paul, MN 55101  
(612) 292-1490  
**Inquiry #485**

**KFS Software, Inc.**  
P. O. Box 107  
Largo, FL 34649  
(813) 584-2355  
**Inquiry #486**

**Kinetic Designs**  
P.O. Box 1646  
Orange Park, FL 32067-1646  
**Inquiry #487**

**King Publishing**  
5300 Greenvillage Road  
Chambersburg, PA 17201  
(717) 261-0512  
**Inquiry #488**

**Kinson Products Corporation**  
484 Sunrise Highway  
Rockville Centre, NY 11570  
(800) 433-6224  
(516) 763-1025  
**Inquiry #489**

**Kline-Tronics**  
10 Carlisle Ct.  
York, PA 17404  
(717) 764-4205  
**Inquiry #490**

**Knowledgeware**  
P. O. Box 2292  
Paso Robles, CA 93447  
(805) 238-5233  
**Inquiry #491**

**Konami, Inc.**  
900 Deerfield Parkway  
Buffalo Grove, IL 60089-4510  
(312) 215-5111  
**Inquiry #492**

**Konyo International, Inc.**  
1073 North Batavia St, Suite B  
Orange, CA 92667  
(800) 356-5178  
(714) 633-5339  
**Inquiry #493**

**KRO Productions**  
907 Highland Road  
Charleston, WV 25302  
(304)345-5619  
**Inquiry #494**

**Kurta**  
3007 East Chambers  
Phoenix, AZ 85040  
(602) 276-5533  
**Inquiry #495**

**Lake Forest Logic, Inc.**  
28101 Ballard Road, Unit E  
Lake Forest, IL 60045  
(312) 816-6666  
**Inquiry #496**

**Laser Up! Software**  
889 De Haro St.  
San Francisco, CA 94107  
(415) 826-6193  
**Inquiry #497**

**LateNight Developments Corp.**  
#202-306 Burnside Road West  
Victoria, British Columbia,



# AMIGA VENDORS

- Canada V8Z 1M1  
(604) 380-3032  
Inquiry #498
- Lattice, Incorporated**  
2500 S. Highland Avenue  
Lombard, IL 60148  
(800) 444-4309  
(312) 916-1600  
Inquiry #499
- Lawrence Productions**  
1800 South 35th Street  
Galesburg, MI 49053-9687  
(800) 421-4157  
Inquiry #500
- Lee Software**  
P. O. Box 742644  
Dallas, TX 75374  
(214) 530-2864  
Inquiry #501
- Lightning Bolt Computers**  
1737 Waltham Drive  
Ann Arbor, MI 48103  
(313) 769-5670  
FAX (313) 769-8727  
Inquiry #502
- Lionheart Press, Inc.**  
P. O. Box 379  
Albany, VT 05440  
(514) 933-4918  
Inquiry #503
- LogiComp Software**  
4010 Woods Blvd.  
Lincoln, NE 68502  
(402) 423-6768  
Inquiry #504
- Logical Design Works, Inc.**  
780 Montague Expwy., #403  
San Jose, CA 95131  
(408) 435-1445  
Inquiry #505
- LRA Enterprises**  
35615 Avenue D  
Yucaipa, CA 92399  
(714) 797-6867  
Inquiry #506
- Lucasfilm Games**  
P.O. Box 10307  
San Rafael, CA 94912  
(800) 782-7927  
(415) 662-1963  
FAX (415) 662-2443  
Inquiry #507
- M.A.S.T. Memory and Storage Technology, Inc.**  
1395 Greg Street  
Sparks, NV 89431  
(702) 359-0444  
FAX (702) 359-0831  
Inquiry #508
- Madrigal Residential Designs**  
P. O. Box 2292  
1635 Manzanita Ave.  
Santa Rosa, CA 95405  
(707) 539-5675  
Inquiry #509
- MagiCircle Software**  
5628 Hampshire Lane, Ste 203  
Virginia Beach, VA 23462  
(804) 671-9050  
Inquiry #510
- Magnetic Images Co.**  
P. O. Box 17422  
Phoenix, AZ 85011  
(602) 265-7849  
Inquiry #511
- Magni Systems, Inc.**  
9500 SW Gemini Drive  
Beaverton, OR 97005  
(800) 624-6465  
(503) 626-8400  
Inquiry #512
- Manx Software Systems**  
P. O. Box 55
- Shrewsbury, NJ 07702  
(800) 221-0440  
Inquiry #513
- Mark of the Unicorn**  
222 Third St.  
Cambridge, MA 02142  
(617) 576-2760  
Inquiry #514
- Marquis Music**  
144 Front St. W  
Toronto, Ont.,  
Canada M5J 2L7  
(416) 595-5498  
FAX (416) 595-5487  
Inquiry #515
- MasterMode, Ltd.**  
P.O. BOX 36  
Lafox, IL 60147  
(708) 668-7899  
Inquiry #516
- Mastertronic International**  
18001 Cowan St, Ste A and B  
Irvine, CA 92714  
(714) 833-8710  
FAX (714) 833-8717  
Inquiry #517
- Maverick Software, Inc.**  
4018 West 65th Street  
Minneapolis, MN 55435  
(612) 926-0810  
(612) 926-0302  
Inquiry #518
- Maxis**  
1042 Country Club Dr, Ste C  
Moraga, CA 94556  
(415) 376-6434  
FAX (415) 376-1823  
Inquiry #519
- MCP Associates**  
P. O. Box 6260 Dept AC  
L.I.C., NY 11106  
(718) 956-9000  
Inquiry #520
- \*McLEAN Simulations**  
1343 RT. 163  
Oakdale, CT 06370  
(203) 446-3566  
Inquiry #521
- Media Technology/Bethesda**  
15235 Shady Grove Rd, Ste 100  
Rockville, MD 20850  
(301) 926-8300  
FAX (301) 926-8010  
Inquiry #522
- Mediagenic**  
3885 Bohannon Dr.  
Menlo Park, CA 94025  
(415) 329-0800  
Inquiry #523
- MegageM**  
1903 Adria  
Santa Maria, CA 93454  
(805) 349-1104  
Inquiry #524
- Megatronics**  
1094 N. Main Street  
Logan, UT 84321  
(800) 232-6342  
(801) 752-2642  
Inquiry #525
- Meggido Enterprises**  
P. O. Box 3020-191  
Riverside, CA 92519  
(714) 683-5666  
Inquiry #526
- Melbourne House**  
Distributed by Mastertronic  
International  
Inquiry #527
- Merit / Polarware Software**  
13635 Gamma Road  
Dallas, TX 75244
- (214) 385-2353  
FAX (312) 232-0711  
Inquiry #528
- \*Mertran Technology**  
P.O. Box 82538  
Tampa, FL 33682  
(813) 530-9519  
Inquiry #529
- Metacomco**  
26 Portland Square  
Bristol, BS2 8RZ,  
United Kingdom  
44-272-428781  
Inquiry #530
- \*Metadigm, Inc.**  
19762 MacArthur Blvd. Ste 300  
Irvine, CA 92715  
(714) 955-2555  
Inquiry #531
- Metropolitan Computer Products**  
800 East Arapaho #110  
Richardson, TX 75081  
(214) 437-9119  
FAX (214) 231-1583  
Inquiry #532
- MICHAELANGELO Productions**  
1755 El Cerrito Pl. Suite #403  
Los Angeles, CA 90028  
(213) 874-7404  
FAX (213) 874-9460  
Inquiry #533
- Michigan Software**  
43345 Grand River  
Novi, MI 48050  
(313) 348-4477  
Inquiry #534
- MichTron/Microdeal**  
3285 Lapeer Road, West  
Auburn Mills, MI 48057  
(313) 377-8898  
FAX (313) 377-2550  
Inquiry #535
- Micro Entertainment**  
14 Wisteria Way  
South Portland, ME 04106  
(800) 255-5217  
(207) 767-2664  
Inquiry #536
- Micro Magic**  
261 Hamilton # 320C  
Palo Alto, CA 94301  
(415) 327-9107  
Inquiry #537
- Micro Momentum, Inc.**  
P.O. Box 372  
Washington Depot, CT 06794  
(203) 567-8150  
Inquiry #538
- Micro Systems International**  
1143 Monroe Street  
Carleton, MI 48117  
(313) 654-8402  
Inquiry #539
- Micro-Dyn Inc.**  
317 N. Ohio  
Wichita, KS 67214  
(316) 265-2661  
FAX (316) 265-4130  
Inquiry #540
- Micro-Systems Software**  
12798 Forest Hill Blvd. Ste 202  
West Palm Beach, FL 33414  
(407) 790-0770 technical  
(407) 790-0772 assistance  
Inquiry #541
- MicroActive Inc.**  
785 Plymouth, Suite 304  
Montreal/Canada H4P 1B2  
(514) 731-1282  
(514) 731-3397  
Inquiry #542
- MicroBotics, Inc.**  
811 Alpha Drive, Suite 335  
Richardson, TX 75081  
(214) 437-5330  
Inquiry #543
- MicroEd**  
P. O. Box 24750  
Edina, MN 55424  
(612) 929-2242  
Inquiry #544
- Microft Software, Ltd.**  
P.O.Box 1072  
Exton, PA 19341  
(215) 363-2832  
Inquiry #545
- Microillusions**  
17408 Chatsworth St.  
Granada Hills, CA 91344  
(818) 360-3715  
FAX (818) 360-1464  
Inquiry #546
- MicroMaster Inc.**  
1289 Brodhead Rd.  
Monaca, PA 15061  
(412) 775-3000  
Inquiry #547
- MicroMiga**  
10163 Treslagos Court  
Spring Valley, CA 92078  
Inquiry #548
- MicroProse Software, Inc.**  
180 Lakefront Drive  
Hunt Valley, MD 21030  
(301) 771-1151  
FAX (301) 771-1174  
Inquiry #549
- Micropolis Corporation**  
21211 Nordhoff Street  
Chatsworth, CA 91311  
(818) 718-5555  
Inquiry #550
- MicroSearch, Inc.**  
9896 Southwest Freeway  
Houston, TX 77074  
(713) 988-2818  
Inquiry #551
- Microsmiths, Inc.**  
P. O. Box 561  
Cambridge, MA 02140  
(617) 534-1224  
Inquiry #552
- MicroTouch Systems, Inc.**  
55 Jonspin Road  
Wilmington, MA 01887  
(508) 694-9900  
FAX (508) 694-9980  
Inquiry #553
- MicroWay**  
P. O. Box 79  
Kingston, MA 02364  
(508) 746-7341  
Inquiry #554
- Migraph, Inc.**  
200 S 333rd #220  
Federal Way, WA 98003  
(206) 838-4677  
(800) 223-3729  
FAX (206) 838-4702  
Inquiry #555
- Miles Computing, Inc.**  
5115 Douglas Fir Road  
Calabasas, CA 91302  
(818) 340-6300  
Inquiry #556
- Mills Industries, Inc.**  
11501 Rojas Drive  
El Paso, TX 79936  
(915) 591-7905  
Inquiry #557
- Mimetics Corporation**  
P. O. Box 1560  
Cupertino, CA 95015  
(408) 741-0117  
Inquiry #558
- Mindscape Inc.**  
3444 Dundee Road  
Northbrook, IL 60062  
(708) 480-7667  
Inquiry #559
- Mindware International**  
110 Dunlop W. Box 22158  
Barrie, Ontario,  
Canada L4M 5R3  
(705) 737-5998  
Inquiry #560
- Mission Graphics Support**  
433 East 6th Street  
New York, NY 10009  
(212) 473-2443  
Inquiry #561
- MJ Systems**  
1222 Brookwood Rd Dept.10A  
Madison, WI 53711-3118  
(800) 448-4564  
Inquiry #562
- MKSof Development**  
2818 Red Fox Trail  
Troy, MI 48068  
(313) 646-9645  
Inquiry #563
- Monitorm**  
5740 Green Circle Drive  
Minnetonka, MN 55343  
(612) 935-4151  
Inquiry #564
- Moonlight Development**  
329 Shoreline Place  
Decatur, IL 62521  
Inquiry #565
- Mr. Horan's Computer Lab**  
12338 Shelbyville Road  
Louisville, KY 40243  
(800) 274-8446  
Inquiry #566
- Mueller Visual Productions**  
4024 28th Ave. #2  
Rock Island, IL 61201  
(800) 255-2255  
Inquiry #567
- Mullen Graphics**  
518 Roycroft Avenue  
Long Beach, CA 90814  
(213) 434-0115  
Inquiry #568
- Musicomp Technologies**  
176 Broadway, 3rd Floor  
Methuen, MA 01844  
(508) 688-0599  
Inquiry #569
- N.E.S. Corp.**  
4660 SW Flower Place  
Portland, OR 97221  
(503) 246-9311  
Inquiry #570
- Natural Graphics**  
P.O.Box 1963

\*At press time we were unable to contact these companies for verification.



# AMIGA VENDORS

- Rocklin, CA 95677**  
(916) 624-1436  
**Inquiry #571**
- Neuralink**  
4422- 32nd Street  
Lubbock, TX 79410  
(806) 793-0423  
**Inquiry #572**
- New Horizons Software, Inc.**  
P.O. BOX 43167  
Austin, TX 78745  
(512) 328-6650  
FAX (512) 328-1925  
**Inquiry #573**
- NewTek**  
115 W. Crane St.  
Topeka, KS 66603  
(913) 354-1146  
**Inquiry #574**
- NH Enterprises**  
22104 66th Avenue West  
Mountlake Terrace, WA 98043  
(206) 774-7440  
**Inquiry #575**
- Nine Tiles**  
25 Greenside  
Waterbeach, Cambridge,  
ENGLAND, CB5 9HW  
(223) 86-2125  
**Inquiry #576**
- Norris Software**  
3208 West Lake St. Suite #65  
Minneapolis, MN 55416  
(612) 827-2766  
**Inquiry #577**
- Northeast Software Group**  
Distributed by Brown-Wagh  
Publishing  
**Inquiry #578**
- Octree Software, Inc.**  
311 West 43rd St. Suite 904  
New York, NY 10036  
(212) 262-3116  
**Inquiry #579**
- ODYSSEY Software**  
P.O. Box 367  
N. Eastham, MA 02651  
(508) 240-2317  
(800) 323-9421  
**Inquiry #580**
- Omicron Video**  
21822 Lassen Street Unit L  
Chatsworth, CA 91311  
(818) 700-0742  
**Inquiry #581**
- Omnitrend Software, Inc.**  
P. O. Box 733  
West Simsbury, CT 06092  
(203) 658-6917  
**Inquiry #582**
- One Byte**  
P.O. Box 455  
Quaker Hill, CT 06375  
**Inquiry #583**
- Ontological Survey**  
PO Box 17488  
Milwaukee, WI 53217  
(414) 332-1818  
**Inquiry #584**
- Opcode Systems**  
1024 Hamilton Ct.  
Menlo Park, CA 94025  
(415) 321-8977  
**Inquiry #585**
- Optical Coating Laboratory, Inc.**  
2789 Northpoint Parkway  
Santa Rosa, CA 95407-7397  
(707) 525-7526  
**Inquiry #586**
- Origin Systems Inc.**  
136 Harvey Road Building B  
Londonderry, NH 03053  
(603) 644-3360  
**Inquiry #587**
- Osbourne McGraw-Hill**  
2600 Tenth Street  
Berkeley, CA 94710-9938  
(800) 326-6654 phone orders  
**Inquiry #588**
- OTG Software**  
200 West 7th St. Suite 618  
Fort Worth, TX 76102  
(312) 816-3474  
**Inquiry #589**
- OXXI, Inc.**  
1339 East 28th Street  
Long Beach, CA 90806  
(213) 427-1227  
**Inquiry #590**
- Oxxi /Aegis Development**  
1339 E. 28th Street  
Long Beach, CA 90806  
(213) 427-1227  
**Inquiry #591**
- PAR Software**  
Elevator Way, Terminal #2,  
PO Box 1  
Vancouver, WA 98666  
(206) 694-1539  
**Inquiry #592**
- Pacific Peripherals**  
P. O. Box 14575/46728  
Fremont Blvd.  
Fremont, CA 94539  
(415) 651-1905  
**Inquiry #593**
- Palomax, Inc.**  
424 Moreboro Road  
Hatboro, PA 19040  
(215) 672-6815  
**Inquiry #594**
- Panasonic Communications  
& Systems Company**  
Two Panasonic Way  
Secaucus, NJ 07094  
**Inquiry #595**
- Pangolin Laser Software**  
1016 N. Daniel St.  
Arlington, VA 22201  
(703) 527-4880  
**Inquiry #596**
- Paragon Software Corporation**  
600 Rugh St.  
Greensburg, PA 15601  
(412) 838-1166  
**Inquiry #597**
- Passport Designs, Inc.**  
625 Miramontes Street  
Half Moon Bay, CA 94019  
(415) 726-0280  
FAX (415) 726-2254  
**Inquiry #598**
- PCM Industries**  
2918 Spinner Lane  
Grand Prairie, TX 75052  
(214) 660-4780  
**Inquiry #599**
- PDJ Software**  
111 Thornwood Dr.  
Marlton, NJ 08053  
(609) 596-5732  
**Inquiry #600**
- Peacock Systems, Inc.**  
2108-C Gallows Road  
Vienna, VA 22182  
(703) 847-1743  
**Inquiry #601**
- Pecan Software Systems, Inc.**  
1410 39th St.  
Brooklyn, NY 11218  
(718) 851-3100  
**Inquiry #602**
- Peterson Enterprises**  
7Grove Street  
Haydenville, MA 01039  
(413) 268-9232  
**Inquiry #603**
- Philadelphia Video Lab Inc.**  
338 Winding Way  
Merion, PA 19066  
(800) 333-0013 software  
(215) 664-1955 services  
**Inquiry #604**
- Pigeon Music**  
1520 Zarger Place  
Colorado Springs, CO 80915  
(818) 505-1077  
**Inquiry #606**
- Pixelations, Inc.**  
P.O. Box 547  
Northboro, MA 01532  
(508) 393-7866  
FAX (508) 393-6119  
**Inquiry #607**
- Poco Loco**  
25 South Broadway  
Red Hook, NY 12571  
(914) 758-2637  
**Inquiry #608**
- Polar Arts Software**  
14145 Janna Way  
Sylmar, CA 91342  
(818) 362-8565  
**Inquiry #609**
- Polyglot Software**  
10431 Ardyce Court  
Boise, ID 83704  
(208) 375-3741  
**Inquiry #610**
- Poole Creek Software**  
PO Box 1488  
Stittsville, Ontario,  
Canada K0A 3G0  
(613) 836-1645  
**Inquiry #611**
- Poor Person Software**  
3721 Starr King Circle  
Palo Alto, CA 94306  
(415) 493-7234  
**Inquiry #612**
- Power Computing Ltd.**  
44A Stanley Street  
Bedford MK41 7RW,  
ENGLAND  
(0234) 273000  
FAX (0234) 270133  
**Inquiry #613**
- Practical Solutions, Inc.**  
1135 N. Jones Blvd.  
Tucson, AZ 85716  
(602) 322-6100  
**Inquiry #614**
- Prairie Dock Software**  
6947 N. Oriole Avenue  
Chicago, IL 60631  
(312) 775-0816  
**Inquiry #615**
- Prakticon, Inc.**  
27 Hutchings Court N.E.  
Medicine Hat, Alberta,  
Canada T1C1G3  
(403) 526-4765  
**Inquiry #616**
- Pre'spect Technics Inc.**  
1085 St. Alexander, Suite 500  
Montreal, Quebec,  
Canada H2Z 1P4  
(514) 954-1483  
**Inquiry #617**
- Precision Incorporated**  
8404 Sterling St. Suite A  
Irving, TX 75063  
(214) 929-4888  
**Inquiry #618**
- Preferred Technologies, Inc.**  
1846 Rosemeade Prky, Ste #148  
Carrollton, TX 75007  
(214) 394-4504  
(214) 394-4503  
**Inquiry #619**
- Pregnant Badger Music**  
10010 Biscanewoods Way  
Sacramento, CA 95827  
(916) 361-8217  
**Inquiry #620**
- Premier Software**  
PO Box 3782  
Redwood City, CA 94064  
(415) 364-4696  
**Inquiry #621**
- Pro-Tronic Systems Ltd.**  
720 -6th Street, #227  
New Westminster, B.C.,  
Canada V3L 3C5  
(604) 290-1631  
**Inquiry #622**
- Progressive Peripherals &  
Software**  
464 Kalamath St.  
Denver, CO 80204  
(303) 825-4144  
**Inquiry #623**
- \*Prolific, Inc.**  
1808 W. Southgate Ave.  
Fullerton, CA 92633  
(714) 447-8792  
**Inquiry #624**
- Psygnosis Limited**  
122 Century Building Tower St,  
Liverpool, ENGLAND L3 4BJ  
(051) 709-5755  
**Inquiry #625**
- PVS Publishing/Shereff Systems**  
15075 SW Koll Parkway Suite G  
Beaverton, OR 97006  
(503) 626-2022  
**Inquiry #626**
- Quality Business Systems**  
PO Box 805  
Hudson, MA 01749  
(800) 225-5800  
**Inquiry #627**
- \*Quelo, Inc.**  
246 rd Ave. W Ste. 173  
Seattle, WA 98199  
(206) 782-3371  
**Inquiry #628**
- Queue, Inc.**  
562 Boston Ave.  
Bridgeport, CT 06610  
(800) 232-2224  
(203) 335-0908  
**Inquiry #629**
- R & D L Productions**  
40 Liss Rd.  
Wappingers Falls, NY 12590  
(914) 298-8968  
**Inquiry #630**
- Radical Eye Software**  
P. O. Box 2081  
Stanford, CA 94309  
(415) 322-6442  
**Inquiry #631**
- \*RainBird Software**  
P. O. Box 2227  
Menlo Park, CA 94026  
(415) 322-3995  
**Inquiry #632**
- \*Rainbows Edge Productions**  
4412 4th Ave.  
Brooklyn, NY 11220  
(718) 965-1922  
**Inquiry #633**
- RB Productions**  
Box 1653 or 41 Fern Hill Drive

\*At press time we were unable to contact these companies for verification.



Truro, Nova Scotia,  
Canada B2N 6A2  
(902) 893-7000  
(902) 895-3715  
**Inquiry #634**

**ReadySoft Inc.**  
30 Wertheim Court, Unit 2  
Richmond Hill, Ontario,  
Canada L4B 1B9  
(416) 731-4175  
**Inquiry #635**

**Realism Entertainment**  
6N522 Pine  
Bensenville, IL 60106  
(708) 595-7487  
**Inquiry #636**

**RGB Video Creations**  
2574 PGA Blvd., Suite 104  
Palm Beach Gardens, FL 33410  
(407) 622-0138  
**Inquiry #637**

**Ricoh Corporation**  
Five Dedrick Place  
West Caldwell, NJ 07006  
(201) 882-2000  
**Inquiry #638**

**Rittinghouse Software  
Development Company**  
RR 2, Box 62  
Parker, SD 57053  
(605) 342-6229  
**Inquiry #639**

**RockLogic**  
P. O. Box 22  
Slippery Rock, PA 16057  
**Inquiry #640**

**\*Ronin Research & Development**  
P. O. Box 1093  
Alameda, CA 94501  
(415) 769-9325  
**Inquiry #641**

**\*RSI**  
1695 W. 7th Ave.  
Vancouver, B.C. Canada  
(604) 737-7930  
**Inquiry #642**

**RTL Programming Aids**  
10844 Deerwood SE  
Lowell, MI 49331  
(616) 897-5672  
**Inquiry #643**

**S.P.O.C.**  
299 Old Highway 69  
Kiowa, OK 74553  
(918) 432-5774  
**Inquiry #644**

**Safe Harbor Software &  
Peripherals**  
2414 Pendleton  
Waukesha, WI 53188  
**Inquiry #645**

**Sageware Corporation**  
1282 Gardener Avenue  
Schenectady, NY 12309  
(518) 377-1052  
**Inquiry #646**

**Sama Software Inc.**  
5124 St. Laurent, Suite 100

Quebec, Canada J0L 1E0  
(514) 638-6528  
(514) 638-6303  
**Inquiry #647**

**Sassenrath Research**  
387 North State Street, Suite 200  
Ukiah, CA 95482  
(707) 462-4878  
**Inquiry #648**

**SaxMan Systems**  
400 Walnut #403  
Redwood City, CA 94063  
(415) 368-6499  
FAX (415) 369-4411  
**Inquiry #649**

**Saxon Industries**  
14 Rockcross Gardens  
Nepean Ontario,  
Canada K2G 5A8  
(613) 228-8043  
(613) 563-9596  
**Inquiry #650**

**Scorpion**  
19 Harbor Drive  
Lake Hopatcong, NJ 07849  
(201) 663-0202  
**Inquiry #651**

**Scott, Foresman, & Co.**  
1900 Eastlake Ave.  
Glenview, IL 60025  
(312) 729-3000  
**Inquiry #652**

**\*Second Sight**  
306 Arbor Drive  
Lexington, NC 27292  
**Inquiry #653**

**Second Source Systems, Inc.**  
501 Business Parkway  
Richardson, TX 75081  
(214) 680-8394  
**Inquiry #654**

**Sedona Software**  
11828 Rancho Bernardo Road  
San Diego, CA 92128  
(619) 451-0151  
**Inquiry #655**

**Sega**  
Distributed by Mindscape Inc.  
**Inquiry #656**

**Selectronics Inc.**  
5147 S. 37th Street  
Lincoln, NE 68516  
(402) 423-3856  
**Inquiry #657**

**Semitech Inc.**  
146 S. Lakeview Dr. (RT 561)  
Gibbsboro, NJ 08026  
(609) 346-9814  
(800) 356-3759  
**Inquiry #658**

**Seven Seas Software**  
P. O. Box 411  
Port Townsend, WA 98360  
(206) 385-3771  
**Inquiry #659**

**Seymour-Radix**  
P. O. Box 166055

Irving, TX 75016  
(214) 255-7490  
**Inquiry #660**

**Shereff Systems, Incorporated**  
15075 SW Koll Parkway Suite G  
Beaverton, OR 97006  
(503) 626-2022  
**Inquiry #661**

**Sierra On-Line**  
PO Box 485  
Coarsegold, CA 93614  
(800) 344-7448 orders  
(209) 683-4468  
**Inquiry #662**

**Signs Etc. by D. Knox**  
P. O. Box 628  
Carmichael, CA 95609  
(916) 944-0790  
(916) 944-4282  
**Inquiry #663**

**Silver Software**  
1922 Purchase Brook Road  
Southbury, CT 06488  
(203) 264-2583  
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**SilverFox Software**  
P.O. Box 551413  
Dallas, TX 75355-1413  
(214) 349-1681  
**Inquiry #665**

**SKE Software Company**  
2780 Cottonwood Court  
Clearwater, FL 34621  
(813) 787-3111  
**Inquiry #666**

**Skyles Electric Works**  
231E South Whisman Road  
Mountain View, CA 94041  
(800) 227-9998  
(415) 965-1735  
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DeLeon Springs, FL 32130  
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**Slipped Disk**  
31044 John Road  
Madison Hgts., MI 48071  
(313) 583-9803  
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**Soft Logik Corporation**  
11131 S. Towne Sq. Suite F  
St. Louis, MO 63123  
(314) 894-3280  
(314) 894-8608  
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**Soft-Link, Inc.**  
P.O. Box 304  
Coventry, RI 02816  
(401) 828-9304  
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**Software Advantage Consulting  
Corporation**  
37346 Charter Oaks Blvd.  
Mt. Clemens, MI 48043  
(313) 463-4995  
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**Software Ingenuity**  
11325 94th St. N.,  
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Largo, FL 34643  
(813) 393-8240  
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**Software Integration Solutions**  
11027 Twin Pond Terrace  
San Diego, CA 92128  
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Alameda, CA 94501  
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**Speech Systems**  
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**Spirit Technology Corp.**  
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(800) 433-7572  
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**SportTime Computer Software**  
3187-G Airway Avenue  
Costa Mesa, CA 92626  
(714) 966-1311  
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**Star Games**  
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Tampa, FL 33603  
(813) 222-0006  
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**Star Micronics Inc.**  
200 Park Avenue, Suite 3510  
New York, NY 10166  
(212) 986-6770  
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**StarSoft Development Labs**  
9240 South Highway 17-92  
Maitland, FL 32751  
(407) 331-7124  
**Inquiry #688**

**\*Straightline Software, Inc.**  
P.O. Box 59800  
Chicago, IL 60659  
(800) 458-2995  
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**Strategic Simulations, Inc.**  
675 Almanor Avenue  
Sunnyvale, CA 94086-2901  
(408) 737-6800  
**Inquiry #690**

**Studio 7**  
8401 W. 75th Street  
Overland Park, KS 66204  
(913) 649-0491  
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**Suncom**  
6400 W. Gross Point Road  
Niles, IL 60648  
(312) 647-4040  
FAX (312) 647-7828  
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**Sunrise Industries**  
PO Box 1453  
College Station, TX 77841  
(409) 846-1311  
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**Sunsmile Software**  
533 Fargo Avenue  
Buffalo, NY 14213  
(716) 885-5670  
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**Supra Corporation**  
1133 Commercial Way  
Albany, OR 97321  
(800) 727-8772  
(503) 967-9075  
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**Surfside Components Int.**  
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San Jose, CA 95123  
(408) 972-2434  
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- Synthetic Reality Software**  
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St. Cloud, MN 56302  
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- subLOGIC Corporation**  
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- T & L Products**  
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- T.S.R. Hutchinson**  
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(713) 448-6143  
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- TAB BOOKS, Inc.**  
Blue Ridge Summit,  
PA 17294-0850  
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1820 E. Sahara Avenue, Suite  
200  
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(702) 732-4900  
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- Taito Software, Inc.**  
267 West Esplanade  
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Canada V7M 1A5  
(604) 984-3344  
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- Take 1 Video Productions, Inc.**  
537 S. Cuyler Ave.  
Oak Park, IL 60304  
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2509 Dahlia St., PO Box 38587  
Denver, CO 80238  
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- TDA The Desktop Advantage**  
560 Northeast F Street Suite 4  
Grants Pass, OR 97526  
(503) 476-8254  
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Fountain Valley, CA 92708  
(714) 871-5650  
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- TeleGraphics International**  
605 Dock Street  
Wilmington, NC 28401  
(919) 762-8028  
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- Telmak Inc.**  
1101A Air Way  
Glendale, CA 91201  
(800) 637-4540  
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- Tensor Productions**  
280 Mathilda Drive No.9  
Goleta, CA 93117  
(805) 685-6245  
FAX (805) 685-2994  
**Inquiry #713**
- The AMIGA Class**  
P. O. Box 201  
Los Altos, CA 94023  
(415) 949-4864  
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- The Computer Club Co.**  
13013 Lee-Jackson Hwy, Ste 14  
Fair, VA 22033  
(703) 968-7588  
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Los Angeles, CA 90025  
(213) 478-6767  
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- The Dragon Group**  
148 Poca Fork Rd.  
Elkview, WV 25071  
(304) 965-5517  
**Inquiry #717**
- The Euroline Group**  
1244 N. Orange Drive Suite 206  
Hollywood, CA 90038  
(213) 462-5013  
(213) 462-5026  
FAX (213) 461-7391  
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- The Grapevine Group**  
35 Charlotte Drive  
Wesley Hills, NY 10977  
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- The Krueger Company**  
1544 West Mineral Road  
Tempe, AZ 85283  
(602) 820-5330  
(800) 245-2235  
FAX (602) 820-1707  
**Inquiry #720**
- The Memory Location**  
396 Washington Street  
Wellsley, MA 02181  
(617) 237-6846  
**Inquiry #721**
- The Other Guys**  
55 N. Main, Suite 301D  
P.O. box HLogan, UT 84321  
(801) 753-7620  
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- The Picture Box**  
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St. John, MO 63114  
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Veneta, OR 97487  
(503) 935-3709  
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Torrance, CA 90510  
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- The Software Factory**  
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Boise, ID 83704  
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- The Software Toolworks**  
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(818) 885-9000  
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114 D Webster Hwy. S. Ste. 131  
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(415) 655-2355  
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(702) 298-4252  
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(408) 879-9144  
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- Tigress**  
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- Titus Software Corporation**  
20432 Corisco St.  
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- Top Disk Software**  
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(914) 562-2129  
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- Tripp Lite**  
500 N. Orleans  
Chicago, IL 60610  
(312) 329-1777  
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- Tru-Image**  
P. O. Box 660, Cooper Station  
New York, NY 10276  
(212) 777-7609  
**Inquiry #737**
- True BASIC, Inc.**  
12 Commerce Ave.  
West Lebanon, NH 03784  
(800) TR-BASIC  
(603) 298-5655  
**Inquiry #738**
- TSA Media/American Software Distributors**  
RR 1 Box 290 Bldg. 3  
Urbana, IL 61801  
(217) 643-2050  
**Inquiry #739**
- TV One Productions**  
7 Delsea Plaza Delsea Drive  
Westville, NJ 08093  
(609) 848-5698  
**Inquiry #740**
- Twilight Games**  
P.O. Box 273  
Beaverton, OR 97075  
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- Ultra Software Corporation**  
900 Deerfield Parkway  
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(312) 215-5111  
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- Unicorn Software Company**  
2950 E. Flamingo Road, Suite B  
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(702) 737-8862  
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- Unison World**  
1321 Harbor Bay Parkway  
Alameda, CA 94501  
(415) 748-6670  
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- USA Media**  
410 North Patuxent Beach Road  
California, MD 20619  
(301) 863-8369  
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- Vega Technologies**  
2302 D Avenue Suite #104  
National City, CA 92050  
(619) 477-5887  
**Inquiry #746**
- Venn Software Ltd.**  
328-1027 Davie Street  
Vancouver, B.C.,  
Canada V6E 1N4  
FAX (604) 682-8578  
**Inquiry #747**
- Vertical Solutions**  
P. O. Box 7535  
Olympia, WA 98507  
(800) 942-4008  
(206) 352-2097  
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- Very Vivid, Inc.**  
P.O. Box 127 Station B  
Toronto, Canada M5T-2T3  
(416) 686-7850  
FAX (416) 686-8595  
**Inquiry #749**
- VideoAdvantage**  
Dept. BG, 1229 Poplar Avenue  
Mountainside, NJ 07092  
(201) 233-8659  
**Inquiry #750**
- VidTech International, Inc.**  
2822 NW 79th Avenue  
Miami, FL 33122  
(305) 477-2228  
**Inquiry #751**
- Viewtopia**  
2488 Riverside Ave  
Somerset, MA 02726  
(508) 679-2050  
**Inquiry #752**
- Virgin Mastertronic International**  
18001 Cowan Street, Ste A & B  
Irvine, CA 92714  
(714) 833-8710  
FAX (714) 833-8717  
**Inquiry #753**
- Virtual Reality Laboratories, Inc.**  
2341 Ganador Court  
San Luis Obispo, CA 93401  
(805) 545-8515  
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- Visual Aural Animation**  
P. O. Box 4898  
Arcata, CA 95521  
(707) 822-4800  
**Inquiry #755**
- Vivid Effects, Inc.**  
317 Adelaide St West Suite 302  
Toronto, Ontario,  
Canada M5V 1P9  
(416) 340-9290  
**Inquiry #756**
- Walt Disney Computer Software, Inc.**  
500 S. Buena Vista Street  
Burbank, CA 91521  
(818) 567-5360  
**Inquiry #757**
- WaveTable Technologies**  
1647 Willow Pass Rd. Ste #267  
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(415) 687-3156  
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- WeatherConnect, Inc**  
405 North Wabash  
Chicago, IL 60611  
(312) 527-0411  
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- William S. Hawes**  
P. O. Box 308  
Maynard, MA 01754  
(617) 568-8695  
**Inquiry #760**
- Wollner Associates**  
3306 Horseman Lane  
Falls Church, VA 22042  
(703) 533-1236  
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- WordPerfect Corporation**  
1555 N. Technology Way  
Orem, UT 84057  
(801) 225-5000  
**Inquiry #762**
- WWF MicroLeague Wrestling**  
2201 Drummond Plaza  
Newark, DE 19711  
**Inquiry #763**
- X-10 Inc.**  
185A Le Grand Avenue  
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(201) 784-9700  
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- Xetec, Inc.**  
2804 Arnold Road  
Salina, KS 67401  
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- Zebra Systems, Inc.**  
121 S. Burrows St.  
State College, PA 16801  
(814) 237-2652  
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- Zirkonics Corp.**  
422 Guy  
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(514) 933-7711  
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6733 N. Black Canyon Hwy.  
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(602) 246-4238  
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\*At press time we were unable to contact these companies for verification.



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Floppy Drive Accessories  
Hard Drives  
Hard Drive Accessories  
Hard Drives Complete  
Hard Drives Complete W/Autoboot  
Hard Drives Complete W/Autoboot /Expansion Memory  
Hard Drive Controller W/Autoboot & Expansion  
Hard Drive Controller Only  
Hard Drive Controller W/Autoboot  
Hard Drive Kits  
Hard Drive Optical Drives  
Hard Drives Removable Media

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Input Devices/Light Pens  
Input Devices/Mouses  
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Sound And Music Hardware/General  
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Teaching Aids  
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Typing  
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Foreign Languages  
Geography  
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Finance  
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Clip Art  
Fonts  
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Print Utilities  
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Paint Fonts  
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Paint Utilities  
Artworks  
Scientific/Business/Engineering  
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3-D/Clip Art & Objects  
3-D/Fonts  
3-D/Utilities  
Animation  
Animation & Utilities  
Cad  
Cad/Parts  
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Songs  
Sounds And Instruments

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Percussion  
Utilities

## Programming

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Utilities  
Video Programming

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Home Security  
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Artificial Intelligence  
Fortune Telling  
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Backing Up/Copying  
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File Management  
Virus Protection

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Utilities  
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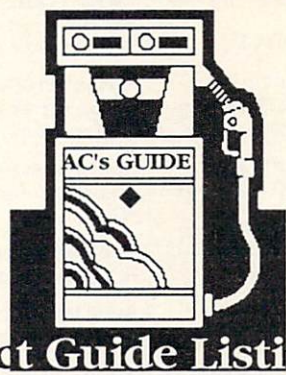
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**Description**

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**System Requirements**

**ARexx Compatible?**





# AC Disks

Source code and executable programs included  
for all articles printed in *Amazing Computing*.



## AC V3.8 and AC V3.9

**Gels In MultiForth Parts I & II:** Learn how to use Gels in MultiForth. Author: John Bushakra

**FFP & IEEE:** An Example of using FFP & IEEE math routines in Modula-2. Author: Steve Faiwizewski

**CAI:** A complete Computer Aided Instruction program with editor written in AmigaBASIC. Author: Paul Castonguay

**Tumblin' Tots:** A complete game written in Assembly language. Save the falling babies in this game. Author: David Ashley

**VGad:** A gadget editor that allows you to easily create gadgets. The program then generates C code that you can use in your own programs. Author: Stephen Vermeulen

**MenuEd:** A menu editor that allows you to easily create menus. The program then generates C code that you can use in your own programs. Author: David Pehrson

**Bspread:** A powerful spread sheet program written in AmigaBASIC. Author: Bryan Catley



## AC V4.3 and AC V4.4

**Fractals Part I:** An introduction to the basics of fractals with examples in AmigaBASIC, True BASIC, and C. Author: Paul Castonguay

**Shared Libraries:** C source and executable code that shows the use of shared libraries. Author: John Baez

**MultiSort:** Sorting and intertask communication in Modula-2. Author: Steve Faiwizewski

**Double Playfield:** Shows how to use dual playfields in AmigaBASIC. Author: Robert D'Asto

**'881 Math Part I:** Programming the 68881 math coprocessor chip in C. Author: Read Predmore

**Args:** Passing arguments to an AmigaBASIC program from the CLI. Author: Brian Zupke



## AC V4.5 and AC V4.6

**Digitized Sound:** Using the Audio device to play digitized sounds in Modula-2. Author: Len A. White

**'881 Math Part II:** Part II of programming the 68881 math coprocessor chip using a fractal sample. Author: Read Predmore

**At Your Request:** Using the system-supplied requestors from AmigaBASIC. Author: John F. Weiderhirm

**Insta Sound:** Tapping the Amiga's sound from AmigaBASIC using the Wave command. Author: Greg Stringfellow

**MIDI Out:** A MIDI program that you can expand upon. Written in C. Author: Br. Seraphim Winslow

**Diskless Compiler:** Setting up a compiler environment that doesn't need floppies. Author: Chuck Raudonis



## AC V4.7 and AC V4.8

**Fractals Part II:** Part II on fractals and graphics on the Amiga in AmigaBASIC and True BASIC. Author: Paul Castonguay

**Analog Joysticks:** The code for using analog joysticks on the Amiga. Written in C. Author: David Kinzer

**C Notes:** A small program to search a file for a specific string in C. Author: Stephen Kemp

**Better String Gadgets:** How to tap the power of string gadgets in C. Author: John Bushakra

**On Your Alert:** Using the system's alerts from AmigaBASIC. Author: John F. Wiederhirm

**Batch Files:** Executing batch files from AmigaBASIC. Author: Mark Aydelotte

**C Notes:** The beginning of a utility program in C. Author: Stephen Kemp



## AC V4.9

**Memory Squares:** Test your memory with this AmigaBASIC game. Author: Mike Morrison

**High Octane Colors:** Use dithering in AmigaBASIC to get the appearance of many more colors. Author: Robert D'Asto

**Cell Animation:** Using cell animation in Modula-2. Author: Nicholas Cirasella

**Improving Graphics:** Improve the way your program looks no matter what screen it opens on. In C. Author: Richard Martin

**Gels in MultiForth-Part 3:** The third and final part on using Gels in Forth. Author: John Bushakra

**C Notes V4.9:** Look at a simple utility program in C. Author: Stephen Kemp

**1D\_Cells:** A program that simulates a one-dimensional cellular automata. Author: Russell Wallace

**Colourscope:** A shareware program that shows different graphic designs. Author: Russell Wallace

**ShowLBM:** A program that displays lo-res, hi-res, interlace and HAM IFF pictures. Author: Russell Wallace

**Labyrinth II:** Roll playing text adventure game. Author: Russell Wallace

**Most:** Text file reader that will display one or more files. The program will automatically format the text for you. Author: Russell Wallace

**Terminator:** A virus protection program. Author: Russell Wallace



## AC V4.10 & AC V4.11

**Typing Tutor:** A program written in AmigaBASIC that will help you improve your typing. Author: Mike Morrison

**Glatt's Gadgets:** Using gadgets in Assembly language. Author: Jeff Glatt

**Function Evaluator:** A program that accepts mathematical functions and evaluates them. Written in C. Author: Randy Finch

**Fractals: Part III:** AmigaBASIC code that shows you how to save/load pictures to disk. Author: Paul Castonguay

**More Requestors:** Using system calls in AmigaBASIC to build requestors. Author: John Wiederhirm

**Multi-Forth:** Implementing the ARP library from Forth. Author: Lonnie A. Watson

**Search Utility:** A file search utility written in C. Author: Stephen Kemp

**Fast Pics:** Re-writing the pixel drawing routine in Assembly language for speed. Author: Scott Steinman

**64 Colors:** Using extra-half-brite mode in AmigaBASIC. Author: Bryan Catley

**Fast Fractals:** A fast fractal program written in C with Assembly language subroutines. Author: Hugo M. H. Lypkens

**Multitasking in Fortran:** All the hard work is done here so you can multitask in Fortran. Author: Jim Locker



## AC V4.12 & AC V5.1

**Arrex Part II:** Information on how to set up your own Arrex programs with examples. Author: Steve Gilmore

**Leggo My LOGO:** A Logo program that generates a Christmas tree with decorations. Author: Mike Morrison

**Trees and Recursion:** An introduction to binary trees and how to use recursion. Written in C. Author: Forest Arnold

**C Notes:** A look at two data compressing techniques in C. Author: Stephen Kemp

**Animation? BASICally:** Using cell animation with AmigaBASIC. Author: Mike Morrison

**Menu Builder:** A utility to help build menus in your own programs. Written in C. Author: Tony Preston

**Dual Demo:** How to use dual playfields to make your own arcade games. Written in C. Author: Thomas Eshelman

**Scanning the Screen:** Part four in the fractals series. This article covers drawing to the screen. In AmigaBASIC and TrueBASIC. Author: Paul Castonguay

**C Notes:** Recursive functions in C. Author: Stephen Kemp



## AC V5.2. & 5.3

**Dynamic Memory!** Flexible string gadget requester using dynamic memory allocation. Author: Randy Finch

**Call Assembly language from BASIC:** Add speed to your programs with Assembly. Author: Martin F. Combs

**Conundrum:** An AmigaBASIC program that is a puzzle-like game, similar to the game Simon. Author: Dave Senger

**Music Titrer:** Generates a titler display to accompany the audio on a VCR recording. Author: Brian Zupke

**C Notes From the C Group:** Writing functions that accept a variable number of arguments. Author: Stephen Kemp

**Screen Saver:** A quick remedy to prolong the life of your monitor. Author: Bryan Catley



## AC V5.4 & AC 5.5

**Bridging The 3.5" Chasm:** Making Amiga 3.5" drives compatible with IBM 3.5" drives. Author: Karl D. Belsom

**Ham Bone:** A neat program that illustrates programming in HAM mode. Author: Robert D'Asto

**Handling Gadget and Mouse IntuiEvents:** More gadgets in Assembly language. Author: Jeff Glatt

**Super Bitmaps in BASIC:** Holding a graphics display larger than the monitor screen. Author: Jason Cahill

**Rounding Off Your Numbers:** Programming routines to make rounding you numbers a little easier. Author: Sedgwick Simons

**Mouse Gadgets:** Faster BASIC mouse input. Author: Michael Fahrion

**Print Utility:** A homemade print utility, with some extra added features. Author: Brian Zupke

**Bio-feedback/Lie detector Device:** Build your own lie detector device. Author: John Iovine

**Do It By Remote:** Build an Amiga-operated remote controller for your home. Author: Andre Theberge



## AC V5.6

**Convergence:** Part five of the Fractal series. Author: Paul Castonguay

**Amiga Turtle Graphics:** Computer graphics and programming with a LOGO-like graphics system. Author: Dylan MnNamee

**C Notes:** Doing linked list and doubly linked lists in C. Author: Stephen Kemp

To Be  
Continued....



# The AMICUS Collection

## AMICUS Disk 1

3DSolids  
Blocks  
Cubes  
Durer  
FScape  
Hidden  
JPad  
Optical  
PaintBox  
Shuttle  
SpaceArt  
Speaker  
Sphere  
Spiral  
ThreeDee  
Topography  
Wheels  
Xenos  
AddressBook  
CardFile  
Demo  
KeyCodes  
Menu  
MoreColors  
shapes  
BrickOut  
Othello  
Saucer  
Spelling  
ToyBox  
Entertainer  
HAL9000  
Police  
SugarPlum  
ATerm  
cc  
decvnt  
Doty  
echox  
fasterfp  
FixDate  
freedraw  
GfxMem  
Grep  
IBM2Amiga  
Mandel  
moire  
objfix  
quick  
raw  
setlace  
sparks  
SpeechToy  
WhichFont  
68020  
Aliases  
Bugs  
CLICard  
CLICommands  
Commands  
EdCommands  
Filenames  
HalfBright  
ModemPins  
RAMdisks  
ROMWack  
Sounds  
Speed  
WackCmds

## AMICUS Disk 2

alib  
ar  
fixobj  
shell  
sq  
usq  
YachtC  
Make  
Emacs  
bsearch.asm  
qsort.asm  
setjmp.asm  
SVprintf  
trees.o  
Animate  
Gadgets  
Menus

## AMICUS Disk 3

Xref  
@bitcolor  
Chop  
Cleanup  
CRZLF  
Error  
Hello  
Kermit

Scales  
SkewB  
Automata  
CrazyEights  
Graph  
WitchingHour  
Casino  
Gomoku  
Sabotage  
Disassem  
DPslide  
Arrange  
Argoterm

## AMICUS Disk 4

image.ed  
demomenu.c  
demomenu2.c  
demoreq.c  
getasci.c  
demo.c  
idem.guide  
idem.make  
idem.oall.h  
nodos.c  
txwrite.c  
addmem.c  
bobtest.c  
consoleIO.c  
creaport.c  
creastd.c  
creatask.c  
diskio.c  
doty.c  
dualplay.c  
flood.c  
freemap.c  
gettools.c  
gxfmem.c  
hello.c  
inputdev.c  
joystick.c  
keybd.c  
layertes.c  
mouport.c  
ownlib.c  
ownlib.asm  
paratest.c  
seritest.c  
serisamp.c  
prinintr.c  
prtbase.h  
regintes.c  
setlace.c  
setparallel.c  
SetSerial.c  
singplay.c  
speechtoy.c  
timedely.c  
timer.c  
timstuf.c  
WhichFont.c  
process.i  
prtbase.i  
autorqstr.txt  
consoleIO.txt  
diskfont.txt  
fullfunc.txt  
inputdev.txt  
v11fd.txt  
v28v1.diff

## AMICUS Disk 5

menudemo  
whereis.c  
bobtest.c  
sweep.c  
mydev.asm  
mylib.asm  
mylib.i  
mydev.i  
asmnsupp.i  
macros.i  
amigatricks  
extdisk  
gameport  
parallel  
serial  
v1.1.update  
v1.1h.txt  
dospecial.c  
epsosdata.c  
init.asm  
printer.c  
printer.link  
printertag.asm  
render.c  
wait.asm.

## AMICUS Disk 6

IFF Pictures  
showpic  
ArticFox  
Degas dancer  
the guys at  
Electronic Arts  
gorilla  
horses  
King Tut  
lighthouse  
Marble Madness  
Bugs Bunny Martian  
still from an old movie  
Dire Straits moving  
company  
Pinball Contruction Set  
TV newcaster  
the PaintCan  
world map  
Porsche  
shuttle mission patch  
tyrannosaurus rex  
planet view  
VISA card  
ten-speed

## AMICUS Disk 7 DigiView HAM demo picture disk

lady with pencils  
lady with lollypops  
young girl  
bulldozer  
horse and buggy  
Byte cover  
dictionary page  
robot and Robert.  
seeilbm

## AMICUS Disk 8

Browse  
Crunch  
IconExec  
PDScreen Dump  
SetAlternate  
SetWindow  
SmallClock  
Scripmer  
AddressBook  
Ball  
Cload  
Clue  
ColorArt  
DeluxeDraw  
Eliza  
Othello  
RatMaze  
ROR  
Shuttle  
Spelling  
YoYo  
3DCube  
AltCon  
AmigaSpell  
arc  
Bertrand  
disksalvage  
KwikCopy  
LibDir  
SaveLLBM  
StarTerm  
Texts:  
LatticeMain  
GDiskDrive  
GuruMed  
Lat3.03bugs  
MForgeRev  
PrintSpooler  
clist.bmap  
console.bmap  
diskfont.bmap  
exec.bmap  
icon.bmap  
intuition.bmap  
layers.bmap  
math.bmap

## AMICUS Disk 9

FlightSim  
HuePalette  
Requester  
ScrollDemo  
Synthesizer  
WorldMap  
Boing!  
Brush2C  
Brush2Icon  
Dazzle

DeciGEL  
Klock  
life  
TimeSet  
EMEmacs  
MyCLI  
FrctnKeys  
HackerSln  
Ist68010  
Boing!  
Brush2C  
Brush2Icon  
Dazzle  
DeciGEL  
Klock  
life  
TimeSet  
EMEmacs  
MyCLI  
FrctnKeys  
HackerSln  
Ist68010  
PrinterTip  
StartupTip  
XfmrReview  
Canon PJ-1080A  
C. Itoh Prowriter  
Epson  
Epson LQ-800  
Gemini Star-10  
NEC 8025A  
Okidata ML-92  
Panasonic KX-P10xx  
Smith-Corona D300

## AMICUS Disk 10 Instrument sound demos

acoustic guitar  
alarm  
banjo  
bass guitar  
boink  
calliope  
car horn  
claves  
water drip  
electric guitar  
flute  
arp arpeggio  
kickdrum  
marimba

## AMICUS Disk 11

dirutil  
cpri  
ps  
vidtex  
pointered  
optimize  
calendar  
amortize  
brush2BOB  
grids  
hilbert  
madlib  
mailtalk  
meadows3D  
mousetrack  
slot  
tictactoe  
switch  
weird  
cp  
cls  
diff  
pm  
cls  
Modula-2  
trails  
caseconvert  
Forth  
Analyze

## AMICUS Disk 12

blink  
clean  
epsonset  
showbig  
speaktime  
undelete  
cnvapidhm  
menued  
quick  
quickEA  
txed 1.3  
spin3  
popcli  
vsprite  
AmigaBBS

star10  
Pictures  
Mount Mandelbrot  
Star Destroyer  
Robot  
Texts  
vendors  
cardco  
cincludo  
mindwalker  
slideshow

## AMICUS Disk 13

ConvertFD  
FutureSound libraries  
gravity  
MIDI  
.bmap files

## AMICUS Disk 14

Tools  
BMAP Reader  
IFFBrush2BOB  
AutoRequester  
DOSHelper  
PETrans  
C Squared  
crif  
dpdecode  
ves copy  
queryWB  
vc  
view  
slider  
Oing  
Spröing  
yaBoing  
Zoining  
CLIClock  
sClock  
wClock

## AMICUS Disk 15

pr  
fm  
Ask  
Stat  
Dissolve  
PopCLI2  
Form  
DiskCat  
PSound  
Iconmaker  
Fractals  
3D Breakout  
AmigaMonitor  
Cosmoroids  
Sizzlers  
ansi.txt  
FKey  
Spawn  
Grids  
Light  
MigaSol  
Stats  
Money  
FixHunk  
FixObj  
Txt  
addmem  
arc  
arcrc

## AMICUS Disk 18

Logo  
Tv\*Text  
PageSetter  
FullWindow  
Life3d  
Defdisk  
Calendar.WKS  
SetKey  
VPG  
HP-10C  
SetPrefs  
StarProbe  
ROT  
Scat  
DK  
DropShadow2

## AMICUS Disk 19

IFF pictures  
Solve  
Gadgets  
Household  
Waveform  
DiskLib  
Subscripts

String  
Boolean  
Skinny C  
COMAL.h  
EmacsKey  
AMon 1.1  
BTE  
Size  
WinSize

## AMICUS Disk 20

Compactor  
Decoder  
BobEd  
SpriteMasterII  
BlitLab  
FPic  
Bankn

## AMICUS Disk 21

Target  
Sand  
PropGadget  
EHB  
Piano  
CelScripts

## AMICUS Disk 22

Cycles  
Show\_PrintII  
PrtDrvGen2.3  
Animations  
Garden  
BasicSorts

## AMICUS Disk 23

Instruments  
List INSTR  
Music  
1812Overture  
Three Amiga

## AMICUS Disk 24

Sectorama  
Iconize  
CodeDemo  
AmiBug  
BNTTools  
Monolace  
BoingMachine  
Daisy  
QuickFlux  
BMon  
Moose  
DGCS

## AMICUS Disk 25

Nemesis  
KickPlay  
KeyBird  
8ColorWB  
BrushIcon  
Egraph  
Keep 1.1  
Kill.Fastdir  
LaceWB  
PW\_Utility  
Guru  
DiskWipe  
Snow  
Mlist  
Softballstats  
Dodge

## AMICUS Disk 26

Echo  
Chord  
TX  
VU  
Claz2  
SDBBackup  
TCB  
FunBut  
DC  
System config  
Dick2Ram  
Lexical  
HexDump  
Tartan  
DirMaster  
BMP  
ShowPt  
mouse pointers



The Amazing Computing Freely Redistributable Software Library  
announces the addition of...

**New Orleans Commodore Klub's**

# inNOCKulation Disk

Version 1.5b

*To help inform Amiga users of the newer Amiga viruses and provide them with the  
means to detect and eradicate those pesky little critters!*

*Files and directories on the  
inNOCKulation Disk include:*

## **Virus\_Texts (dir)**

Various text files from various places (Amicus #24, PeopleLink, and elsewhere!) describing the Virus(es) and people's experiences and their recommendations; TVSB "The Virus Strikes Back": satirical text describing future efforts to rid the universe of the dreaded (silicon) viruses! Interview with the alleged SCA virus author!

## **WB\_VirusCheckers (dir)**

### **VirusX4.0**

Runs in the background and checks disks for viruses or non-standard boot blocks whenever they are inserted. (Recognizes several viruses and non-standard boot blocks. Removes virus in memory.) Finds the new Xeno file virus.

### **Sentry**

Revision of VirusX1.01 in Lattice C.

### **ViewBoot**

Highly active mouse-driven disk and memory virus-checker which allows you to look at the pertinent areas (useful in case you suspect a NEW virus!)

### **VRTest3.2**

Watches memory for viruses; will alert the user and allow their removal if found. Can check & INSTALL disks, etc.

## **CLI\_VirusCheckers (dir)**

### **XenoZap**

Disables the Xeno virus in infected files. Checks every file in all directories of the specified devices allowing the fast removal of the Xeno virus.

### **AVirusII**

From The Software Brewery (W. German). Disables a virus in memory.

### **Clk\_Doctor3**

Corrects problems with the clock (caused by malignant programs, perhaps not really a "virus") (A500 & A2000)

### **Guardian1.1**

Checks for attempts at viral infection at boot! Allows you to continue with a normal boot (if desired). Includes a small utility program to permanently place the program on a copy of your Kickstart disk.

### **KillVirus**

Removes (any?) virus from memory.

### **VirusKiller**

A graphically appealing and user friendly program by TRISTAR.

## **Boot-Block\_Stuff**

### **SafeBoot2.2**

SafeBoot will allow the user to save custom boot sectors of all your commercial disks and save them for such an emergency. If a virus somehow manages to trash the boot sectors of a commercial disk, just run SafeBoot and it will restore the boot sectors, therefore saving your disk!!

### **Virus\_Alert V2.0.1**

Yet another anti-virus program with a twist. Once installed on your boot disk a message is displayed just after a warm or cold boot notifying the the user that the disk and memory are virus-free, and forcing a mouse-button press before continuing.

### **BootBack1**

Saves and restores boot-blocks. Runs from CLI only.

### **Antivirus aka AVBB**

Includes SEKA assembler source.

### **XBoot**

Converts a boot-block into an executable file, so you may use your favorite debugger (Wack, Dis, ...) to study it.

The inNOCKulation disk also includes icons and arc files.

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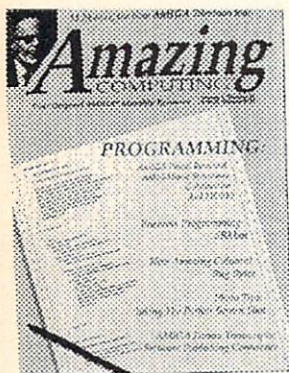
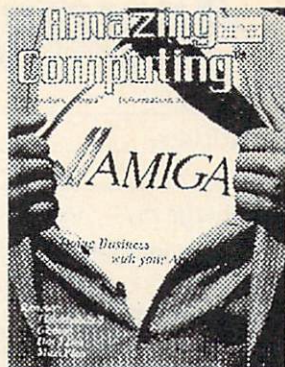




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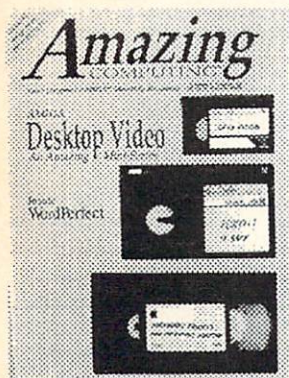
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AC#5...Source & Listings V4.9

AC#6...Source & Listings V4.10 & V4.11

AC#7...Source & Listings V4.12 & V5.1

AC#8...Source & Listings V5.2 & 5.3

AC#9...Source & Listings V5.4 & V5.5

AC#10...Source & Listings V5.6 & 5.7

**InNOCKulation Disk:** IN#1...Virus protection

**AMICUS** 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19  
20 21 22 23 24 25 26

**Fred** 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25  
26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50  
**Fish** 51 52 53 54 55 56 NA 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75  
76 77 78 79 NA 81 82 83 84 85 86 NA 88 89 90 91 92 93 94 95 96 97 98 99 100  
**Disks** 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125  
126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150  
151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175  
176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200  
201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225  
226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250  
251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275  
276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300  
301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325  
326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350

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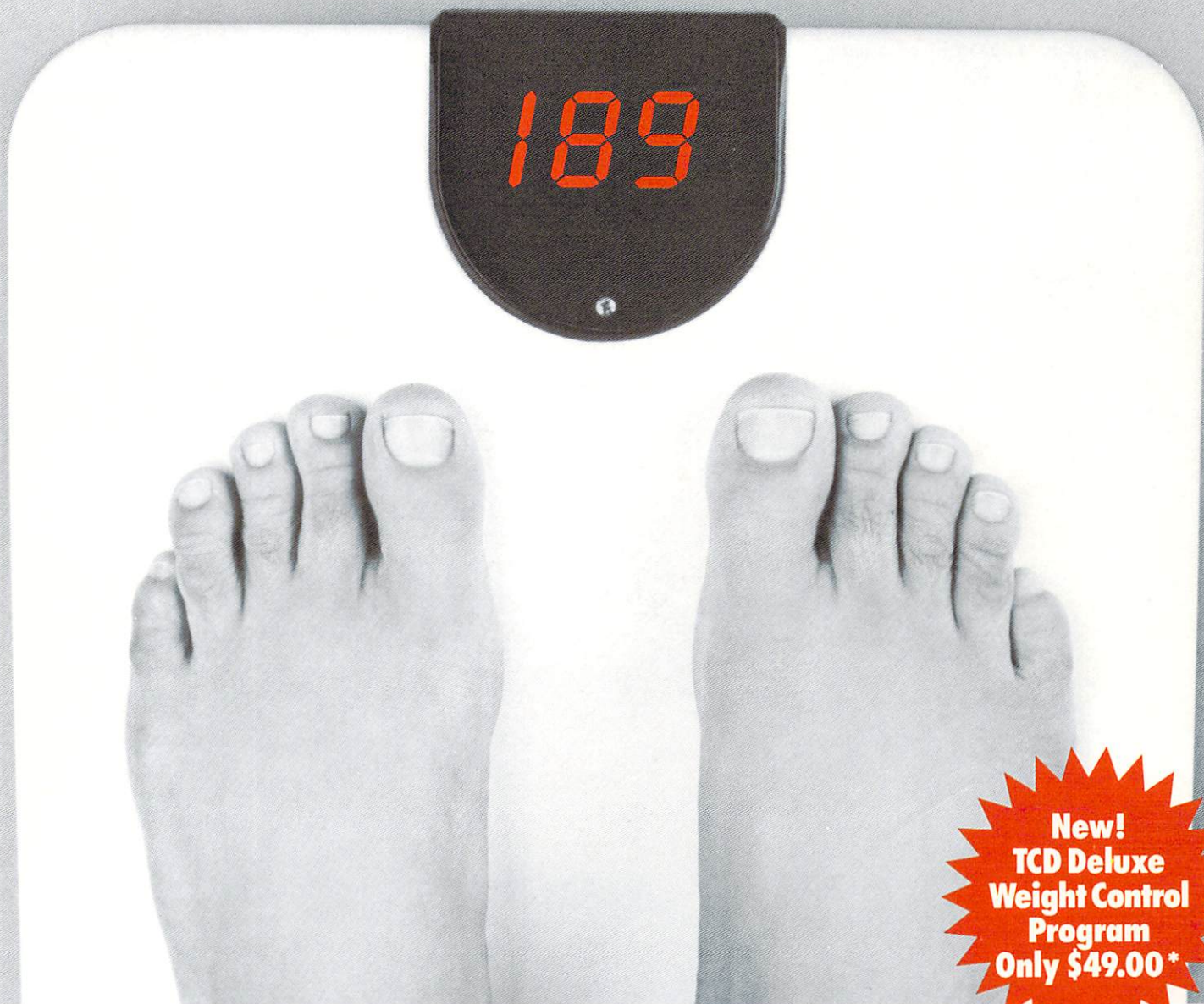
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**Imtronics Inc. is making history by  
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brings ultimate performance to your Amiga 2000. The 68030 CPU is clocked at 28 MHz and now also at 50 MHz, with the 68882 FPU up to 33 MHz. Now including a standard SCSI autobooting FFS hard drive controller which works under both the 68030 and the 68000. The board is asynchronous and gen-lock compatible. The hardware is switchable between 68030 and 68000 operation. A performance increase of more than 1200% compared to a stock Amiga is possible with 28 MHz and even 2000% can be achieved with our 50 MHz design. Memory is expandable with our MEMORY board and the complete system fits into only one slot!

## **The M2000 memory board**

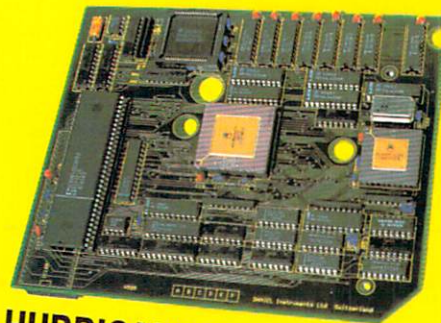
can be used with the HURRICANE 2800 and the HURRICANE 2000 accelerators. Ultrafast 32-bit RAM multiplies the performance of the HURRICANE boards. Due to our innovative design, the RAM speed on our board rivals those of 'burst' mode designed boards.

## **The HURRICANE 500**

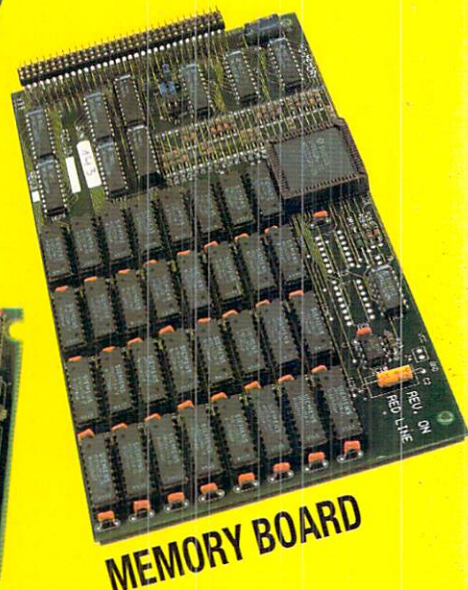
board turns your Amiga 500 into a 32-bit work station and is extremely easy to install in the 68000 socket. A performance of over 500% is possible with the 68020, additional performance increase can be reached with the 68881/68882 FPU of up to 33 MHz. The HURRICANE 500 is hardware switchable between the 68020 and the 68000 operation.



**HURRICANE 2800**



**HURRICANE 500**



**MEMORY BOARD**

**50**  
M H Z **28**  
M H Z

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